

Matty Murakami
3D Modeler/Texture Artist

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References can be provided upon request.

OBJECTIVES:

To utilize my experience in 3D development by creating exciting and engaging 3D content, and also to work with a team and tools that will allow me to grow creatively as an artist.

EXPERIENCE:

Electronic Arts - Redwood Shores, CA

Senior Environment Modeler

May 2010 – December 2010 (SIMS Medieval - PC)

December 2010 – Present (Unannounced Title - PC)

- Modeling, UVing, texture painting, vert lighting and rigging objects for animation
- Assets included props, animated signature objects and environment pieces
- Texture painting included the creation of diffuse, specular, emissive and normal maps for use with a variety of shaders and effects
- Responsible for the teching and exporting of assets using proprietary Electronic Arts tools
- Assisted in world layout and terrain optimization
- Am currently working as a dedicated artist across multiple teams, offering functionality support for modeling, tech art, engineering, design, animation, concept, UI, outsourcing and QA
- Defining the art integration and authoring pipeline for objects, shaders, exporters and technical asset editors
- Responsible for creating authoring documentation, technical training tools for artists, naming conventions, budget proposals, asset tracking and best practices documentation
- Am working closely with EA's Outreach program, speaking with art and design students from high schools, colleges and art institutions, offering continued mentorship to not only these students but post-graduates as well

Gazillion Entertainment/Slipgate Ironworks - San Mateo, CA

Senior Object Modeler (Unannounced Title – PC)

November 2008 – December 2009

- Contributed 3D content to a stylized, PC-based MMO in the form of modeling (including LODs and collision), texture painting, and mapping
- 3D content included, but was not limited to, small to large props, instruments, buildings, structures, and foliage
- Created assets on various levels, from proof-of-concept to prototype to production
- Aided in the creation of art path and best modeling practices documentation

- Helped to create a standardized workflow and file setup for art assets in Maya and Photoshop
- Worked closely with tech art in their development of art tools, shaders, and exporters
- Had intimate knowledge of the model and world editors

Google - Mountain View, CA

Senior 3D Artist (Google Lively)

March 2006 – June 2008

- Headed the 3D content development team for Google Lively
- Worked closely with artists and engineers to develop and define a critical artpath
- Contributed 3D content in the form of modeling, texturing, lighting, skinning, and animations for objects, environments, and characters
- Defined and created particle effects for use within the Gamebryo engine
- Defined product submission upload guidelines
- Defined and refined the Gamebryo export process
- Mentored a good portion of the team in their transition to 3D content creation
- Worked and coordinated with 3rd party developers/vendors, reviewing and approving content

Makena Technologies - San Mateo, CA

3D Modeler - Contractor

January 2006

- Provided prototype 3D models based on specific photo reference and direction
- Offered consulting on object runtime feasibility
- Modeled, textured and lit several buildings, structures and environment pieces to be used in a real-time 3D environment
- Assisted in the exporting and layout of these objects and environments

ElectronicArts/Maxis - Redwood Shores, CA

Object Modeler - Contractor (SIMS 2 – PS2)

May 2005 – August 2005

- Developed 3D content for the Sims2 on the Playstation2 platform
- Responsible for modeling and texture mapping for a wide range of in-game objects, particularly signature objects
- Assisted in the creation of simple object animations

IMVU Palo Alto, CA

3D Modeler – Contractor (IMVU)

January 2005 – May 2005

- Modeled assets on a real-time production level for environment objects, avatar accessories, furniture and complete rooms/scenes
- Set up vertex lighting rigs and applied lighting to objects
- Developed simple animations for various objects
- Weighted object meshes for use with animations

There, Inc. - Menlo Park, CA

3D Modeler, Senior/Lead 3D Artist (There.com)

May 2000 – May 2004

- Modeled objects for PC development in a distributed, online environment
- Rapidly prototyped 3D assets
- Took projects from prototype phase through development to implementation
- Created polished in-game assets from 2D concepts, including levels of detail, collision, vertex lighting and texture mapping
- Did a large majority of world-layout, from minor props to large villages
- Had a large role in designing, ranging from 3D concepts to large feature implementation
- Worked closely with programmers in the development of art path technology and proprietary art tools, including world editing/layout tools and custom Maxscripts for modeling and export
- Was responsible for defining and verifying art path and export processes
- Created art path documentation, training tools and asset list tracking
- Contributed to some marketing goals and strategies

Interplay Productions - Irvine, CA

2D/3D Artist

October 1997 – May 2000

- **Vroom (not released) (PS2):** High polygon modeling and texture creation and mapping for cars, environments and environment assets; in-game overlays and shell screens; high detail concept design and cinematic prototyping
- **Renegade Racers (PSX/PC):** Low/mid level polygon modeling for tracks, environments and props; texture creation and mapping; minor in-game animations
- **Baseball 2000 (PSX):** Modeling for stadiums; texture mapping for stadiums, environments, players and playing fields; vertex lighting for stadiums; all in-game overlays and shell screens
- **VR Baseball Edition 2000 (PC):** In-game overlays
- **VR Baseball '99 (PSX):** Texture creation and mapping for stadiums, environments and players

Lead Tester/Project Manager

July 1996 – October 1997

- Managed a team of 6 testers
- Responsible for testing and signing off titles to be released by the Quality Assurance department
- Major titles included: Fallout, Descent II, Conquest of the New World, Virtual Pool

Quality Assurance Tester

June 1995 – July 1996

- Responsible for game testing and troubleshooting for most games in development
- Major titles included: Descent, Alone in the Dark 1, 2 & 3, Castles II: Siege and Conquest

EDUCATION:

Goldenwest College Huntington Beach, CA

1994 – 1995

SOFTWARE KNOWLEDGE:

- Maya
- 3DSMax
- Adobe Photoshop
- Perforce
- Gamebryo
- BigWorld
- Vertex Chameleon
- Turtle
- Crazy Bump

JOB KNOWLEDGE & WORK SUMMARY:

I've had the privilege of working in the video game industry for almost 17 years, starting out in Quality Assurance in 1995 and transitioning into 3D development in 1997. I believe that my experience in various departments has given me valuable insight into the entire game development process. As an artist, I've created 3D content for the Playstation, Playstation2 and PC, with titles and projects including sports, racing, adventure, virtual worlds, 3D social spaces and simulations.

I started my career at Interplay Entertainment in Irvine, CA. After spending a year as a tester and another year as a lead, I moved into development as a 2D artist and later transitioned to 3D, working on PC and early console titles. At There, Inc. I gained valuable experience working on a virtual "metaverse" in a persistent, online environment, working with distributed assets and budgets as well as meeting the aggressive schedules and deadlines of a "dot-com" start-up company. Between various contract jobs I was recruited by Google to lead a small team in their venture into a 3D social space. At Gazillion Entertainment I worked with a very talented team developing a highly stylized and very robust PC-based MMO. I recently completed work on EA's The Sims Medieval – a very stylized, painterly, standalone game in the Sims franchise – and am now developing a brand new EA title which is currently in development and remains unannounced. As a senior artist on my current team I am taking on a greater leadership role, working not only with other modelers but very closely with tech art, engineering, design, animation, concept, UI, outsourcing and QA. This expansion of responsibilities across multiple disciplines has helped me gain some valuable development experience in all areas and is a position that I love.

I work well independently and with a team, am reliable and am constantly striving to increase my job knowledge. I am aware of my strengths but also look at particularly challenging tasks and situations as a great way to better myself as an artist an employee. I can meet the need of an aggressive schedule through outstanding work ethic and possess excellent written and verbal communication skills. I've developed great working relationships with co-workers and am always gaining additional skills from working closely with other modelers, animators, concept artists, painters, art directors and technical artists, and while I am serious about the quality and efficiency of my work, I try to be anything but boring! I have had the opportunity to work and coordinate with 3rd party vendors, art houses and outsourcing companies, developing quality working relationships with them and understanding how to efficiently involve them in the content creation process. I believe I have seen the best and worst situations that a production and development team can encounter, and can use that knowledge to not only better myself as an artist, but also the team and company I am working with. I'm grateful to have a job that I love doing and am always looking forward to the next adventure!