

Matthew P. Burns

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OBJECTIVE:

Visually focused, recent graduate with a BFA in 3D Digital Graphics looking for a studio to grow as a VFX artist and contribute to the production of games and cinematics.

EDUCATION:

Rochester Institute of Technology (August 2008 – May 2013)
Bachelor of Fine Arts in 3D Digital Graphics

ONLINE PORTFOLIO: MATTBURNS.CO.NR

WORK EXPERIENCE

Freelance Work, Rochester, NY, April 2010 – present:

- Create logos for clients including expressive characters based off of a game or sport. (ie: Chess piece with face and hands, shaking finger with captions)
- Provide multiple revisions with rapid turn-around time
- Consult clients on the readability of the logo, dimensions, and style.

Ritz Sports Zone - Student Leader, Rochester, NY, Nov 2009 – Feb 2013:

- Managed all student workers on their daily duties. Such duties involved cooking, station sanitation, store room organization, and money handling
- Conducted floor balancing of student workers during high volume meal times.
- Problem solved issues with short staff, equipment failure, and special events.

Westchester Medical Practice, Medical Records Management, Peekskill, NY, June 2009 - August 2010:

- Assisted doctors and staff with management of sensitive patient information
- Provided support in the transitioning of paper files to electronic medical records
- Organized and sorted patient charts, script receipts, and lab results

ACADEMIC EXPERIENCE

Thesis Assist, Rochester, NY, November 2012 – February 2013

- Assisted student on large thesis project.
- Created assets, particle systems, and generated textures for various models.
- Used Cascade particle system and created dust and steam effects.
- Worked under a timeline and attended weekly meetings.
- Assigned an asset list and built models under specific poly constraints.
- I created low poly assets in Maya for UDK (Unreal Development Kit).

Specialized Coursework:

- Particles & Dynamics – 2014 469
- 3DDG Rendering – 2014 388
- Beginning Japanese I, II, III
- Intermediate Japanese I

SKILLS and SOFTWARE PROFICIENCY

- Autodesk MAYA
- Adobe Photoshop
- Adobe After Effects
- Autodesk Mudbox
- Blender
- Windows/Mac