



MATT RICH

3D Character Artist

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mattrich.art

Social

Website: mattrich.art

ig: @matt.rich_art

LinkedIn: Matthew Rich

Artstation: Matt Rich

Software

Proficient

Zbrush, Maya, Marvelous Designer, Substance Painter, Unreal Engine 4&5, Marmoset Toolbag, Photoshop, Yeti

Experience

Houdini, Substance Designer, Animation, Rigging

Volunteer Experience

CNY Spay Neuter Assistance Program

Open Hand Theater

Summary

With a solid foundation as a 3D character artist, I have dedicated myself to the study of CG art since 2018. Driven by a passion for captivating narratives, movies, and games, I continuously strive to depict exceptional characters with remarkable stories. By infusing my personal touch into every project, I aspire to create characters that embody a distinct voice and exude personality.

Education

Bachelor of Fine Arts	2019-2023
Gnomon School of Visual Effects, Games & Animation	
Foundation Program	2019-2020
Gnomon School of Visual Effects, Games & Animation	
2 Semesters	2017-2018
Onondaga Community College	

Skills

- Proficient in creating high-quality character models using industry-standard software
- I enjoy collaborating in a team environment, actively contributing to projects and receiving input
- Adept in unwrapping UVs and creating high-resolution texture maps
- Strong skills in character design, conceptualization, and creating appealing and unique character designs.
- Understanding of optimization techniques to create efficient character models that perform well in real-time engines.

Professional Experience

Freelance Creature Design	2020-2021
Short Film - Let's All Go to the Lobby	
• Designed creatures for live action adaptations and created compelling graphic designs for posters and social media.	
• Provided valuable input to the writing process, contributing to the overall creative vision.	
Stocker/Retail	2018-2019
Liquor City - Syracuse, NY	