

# ***matt coombe***

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## **Objective**

To be a member of a positive, cohesive team that will strive for creative excellence.

## **Work Experience**

### **Contract Artist**

Toronto, Ontario

June 2006 to Present

- Creation of realistic, high resolution environment and character models for film and television production
- Creation of photo-real textures and materials for 3D assets to be composited into live action shots
- Creation of promotional graphic design work for leading national brand advertisers

### **Creative Director / Founding Member**

3DNA Corp., Toronto, Ontario

October 2001 to March 2006

- Managed, coordinated, and carried out strategic planning for creative team
- Corresponded directly with marketing department, international sales teams in Taiwan, Japan, and the US, and international corporate clients such as Bandai Japan, Banpresto, NTT Docomo, ATI, and JVC
- Coordinated creative work for sales pitches from initial concept documents to complete functional prototype
- Responsible for creation of entire corporate brand and branding strategy
- Designed and implemented corporate web site
- Planned and coordinated implementation of all marketing creative work
- Created animated CG videos for marketing and sales
- Created intensive integrated working strategy with software development team for R&D and product development
- Designed pipeline tools for creative department
- Creative team leader in design of 3D user interface to Windows for consumer product
- Interface designs for 3D based marketing tool
- Designed interface for user-based 3D environment editing within consumer product
- Created low polygon 3D environments for use in Macromedia Shockwave 3D engine and OGRE 3D engine using 3DS Max
- Created realistic low resolution textures using Photoshop
- Heavily involved in quality assurance testing and bug reporting

### **Level Designer – Counter-Strike: Condition Zero**

Gearbox Software, Plano, Texas

July 2001 to October 2001

- Worked with an international team of contractors to create new environment concepts
- Designed layout and created two multiplayer maps using Valve Worldcraft
- Set up complex scripted sequences within Worldcraft
- Created realistic textures in Photoshop for entire map using photographic reference
- Created environmental objects using 3DS Max

### **Level Designer – Counter-Strike**

Valve Software, Bellevue, Washington

May 2001 to July 2001

- Worked under contract to create new content for official Counter-Strike map pack
- Designed layout and co-created multiplayer map using Valve Worldcraft
- Creation of realistic textures in Photoshop using photographic reference

### **Graphic Artist / Creative Marketing Development**

Segal Communications Inc., Toronto, Ontario

June 2000 to June 2001

- Creative management of marketing accounts for clients such as PlayStation, Ford, Blockbuster, Sony, Pillsbury, Hewlett Packard, Cineplex Odeon, NHL, and Much Music
- Conceptualized and created nationwide campaigns in a team environment
- Developed artwork and creative solutions for national marketing campaigns including poster design, brochure layout, website graphics, magazine spreads, point-of-sale material, photoshoot direction, and storyboarding for television commercials

### **Entrepreneur / Co-Founder**

Switchboom.com, Toronto, Ontario

April 1999 to June 2000

- Co-founded with brother a successful internet based design business drawing customers from both Canada and the US
- Created branding, marketing, and promotional materials
- Managed client base, company accounts, online payment system

### **Professional Skills**

- Excellent knowledge and experience using 3DS Max, Photoshop, Illustrator
- Good understanding of skinning, rigging, and weighting in Character Studio
- Good understanding of video editing and compositing using Discreet Combustion
- Eager and quick to learn new tools and software
- Strong written and verbal communication skills
- Keen interest in creative problem solving

### **Other Achievements**

- 3D Female Warrior character artwork published in *Elemental 2: The World's Best Autodesk Art* by Ballistic Publishing (Mylor, SA: Ballistic, 2005)
- 3D Demon character artwork published in *Exotique 2: The World's Most Beautiful CG Characters* by Ballistic Publishing (Mylor, SA: Ballistic, 2006)

### **Other Activities**

- Playing Ultimate Frisbee at the national level and captaining successful league team
- Skiing, snowboarding
- Extensive travel through Europe, Africa, South East Asia, and China
- 800 Kilometre cross-country bike ride through South Africa
- Video gaming

### **Education**

McMaster University, Hamilton, Ontario

September 1995 to May 1999

- Bachelor of Arts Combined Honours Social Geography and Cultural Anthropology
- Dean's Honour list