

Matt Link | Character Artist

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<http://MattLink3d.com>

Objective

To utilize my artistic talents on original games in a challenging team environment

Profile

- Well-rounded and diligent 3d artist with a focus on 3d modeling and texturing. Versed in both high and low resolution modeling with polygons and subdivision surfaces
- Strong traditional art background with skills in drawing, painting, and sculpting

Work Experience

Gearbox Software

- **March 2010 – Present**
- **Character Artist**

Dreamforge Entertainment

- **May 2008 – March 2010**
- **Lead 3d Artist**

Technical Skills

Maya

3ds Max

Mudbox

Photoshop

ZBrush

3d Coat

Education

- Full Sail University
Winter Park, FL 32792
Bachelor of Science in Computer Animation
Graduated: April, 2008
- Unitec Career Center
Bonne Terre, MO 63628
Certificate in CADD
Graduated: May, 2006

Academic Awards

Course Director's Awards: Character Design and Creation & Art Creation for Games