

Matt Marshall

Digital Artist & Technical Artist

102-3681 West 8th Ave · Vancouver, B.C. · V6R 1Y9 Canada
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I am an interdisciplinary **digital** and **technical artist** with experience in a range of digital and non-digital mediums. My specialties are in 2D art and textures, art integration, projection mapping, tool development and rapid prototyping and iteration.

PROFESSIONAL EXPERIENCE

Technical Artist **September 2011 – present**
Hybridity Media, Vancouver BC

- Development of dynamic content creation tools for various art installation projects including *For Every Second in Time* and *800 Yates* (both upcoming), using Quartz, Unity, MadMapper and Processing.
- Designs and integrates interactive solutions for existing art installations including *A Place to Reflect* (Scotiabank Nuit Blanche 2011) using Kinect SDK and other Kinect platforms for Quartz and Processing.
- Provides additional technical art and design on other projects in the form of conceptual design and both 2D and 3D previsualization for the purposes of proposal and pre-production development.

Technical Artist/Director **May 2011 – September 2011**
Sandbox Lab, Vancouver BC

- Creative lead for the creation and development of a commissioned interactive art installation called *Pixel Dreams*. Facilitates creative environment and guides content ideation and communicated these goals to clients for input.
- Developed backend and logistics to bring together Microsoft Kinect SDK, Unity 3D, MadMapper and SmartFox Server for the installation.
- Developed and integrated art assets including skyboxes, 2d cutouts, 3d models and animation.
- Manage other in-game assets such as cameras, lighting, post-processing effects and shaders.
- Work with programmer to develop and write game logic and scripts.

Instructor's Assistant **May 2011 – August 2011**
Centre for Digital Media, Vancouver BC

- Perform any duties associated with daily operation of *Fundamentals of Game Design* course including: maintenance of online course materials, maintaining detailed class notes, setting up and taking down class space and making prompt email announcements to students.
- Facilitate the scheduling of group meetings for weekly assignments.

Producer / Artistic Director **June 2009 – present**
Theatre Bassaris, Toronto ON

- Established creative vision for the company, collaborating with General Manager to develop funding models and production schedules. Works with other creative stakeholders to seek out new projects and facilitate the process from ideation to production.
- Directed inaugural production of *Closer* by Patrick Marber in February 2010

Application Support Specialist **April 2010 – September 2010**
Learning Technology Services, York University, Toronto ON

- Training and advising for York University faculty for use of various e-learning technologies.
- Development of York University-supported technologies including Moodle, WebCT,

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Wordpress, phpBB and MediaWiki.

EDUCATION

Centre for Digital Media at the Great Northern Way Campus.

Jan 2011 – present

A powerhouse master's degree jointly awarded by the **University of British Columbia, Simon Fraser University, Emily Carr University of Art + Design** and the **British Columbia Institute of Technology**.

Vancouver, BC. Canada

Masters in Digital Media (MDM)

[GPA = 4.13]

York University.

2005 – 2010

Toronto, Canada

Theatre and Theatre Studies BA Honours

[Dean's Honour Roll]

KEY SKILLS

Technical Skills

Programming / Web: PHP/MySQL, Javascript, XHTML, CSS, Quartz

Software: Unity 3D, Maya, Mudbox, Photoshop, Premiere Pro, After Effects, Soundbooth, Dreamweaver, MadMapper/Syphon, Terragen, Max MSP

Operating Systems: Mac OS X, Windows

Things I want to learn: Python, CG lighting/caustics/occlusion, Nuke

REFERENCES

Larry Bafia – Faculty Member

Masters of Digital Media Program at Great Northern Way Campus

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Patrick Pennefather – Faculty Member

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George Johnson – Faculty Member

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Laura D'Amelio

Manager Print and E Media Content Development

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