

# Matt Lichy

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**Objective** To obtain a position as a 3D artist for a motivated team in a creative and exciting environment.

## Skills

- High Poly to Low Poly Modeling
- UV Unwrapping and Texturing
- Physics/Collision Setup
- Max Script, C# Experience
- Experience with the Halo Engine, Forza Engine, CryEngine 2, Unreal Engines 2 & 3, GTA 3, Vice City, and IV Engines, Torque 2D/3D, and the Source Engine.

## Software

- 3DS Max, Maya (base Knowledge), Photoshop, Mudbox, Zbrush, CrazyBump, Meshlab, Source Depot, Microsoft Raid, Product Studio

## Education

Bachelor of Science, Game Design and Development  
Brown College – Brooklyn Center, MN June 2005 – June 2008

## Industry Experience

### Forza 4 (*In Production*)

*Contract Environment Artist* Turn10 October 2010 – August 2011

- Worked with a Lead Track to create two brand new tracks.
- Used GPS Data, Reference Images, Videos and general knowledge to create buildings, objects, signs, vegetation, ect to populate the track.
- Contributed Art/Bug fixes to 95% of the tracks in the game.
- Created and fixed bugs, while optimizing assets, to keep the track zones at the required CPU & GPU Performance at 60FPS.

### Halo Reach (*Shipped September 2010*)

### Halo 3: ODST (*Shipped September 2009*)

*Contract 3D Artist* Bungie.net June 2008 – June 2010

- Modeled, unwrapped, textured, rigged/animated and created shaders for objects used in environments and/or cinematic sequences.
- Setup Physics and Collision for each object
- Worked from concept art, as well as general ideas or greybox models.
- Maintained excellent communication with level designers, producers, and art directors to maintain the determined art style/budget.
- Worked with testers, and technical artists to reproduce and fix bugs, as well as implement better AI interaction with objects placed throughout the world.

References available upon request