

Matthew Jue

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OBJECTIVE Entry level environment/3D Artist position in the gaming industry

SKILLS

- Proficient in Maya 8.5, Photoshop, ZBrush, After Effects, MS Office
- Experience in Organic/hard surface 3d modeling, UV Unwrapping
- Knowledge in Lighting, Texturing, Animation, and basic Rigging
- Exceptional drawing and painting skills
- Skilled in Unreal 3 Editor and Basics of Source Hammer Editor

EDUCATION

10/05 – 09/08 **Art Institute of California - San Francisco, California**
Bachelor of Science Game Art and Design

- Perfect Attendance for 12 years
- Dean's List 2006 - 2008
- President's List 2005
- Cumulative GPA 3.5

WORK EXPERIENCE

02/07 – 11/08 **Best Buy, Pleasant Hill, California**
Computer Sales Associate

- Sell computers, computer appliances, and software.
- Answer technical questions from customers.
- Demonstrate use of system and applications.
- Generate strong referral business through quality service.
- Building stellar reputation for quickly and effectively resolving issues
- Ensuring customer satisfaction.

01/06 – 11/06 **Aaron Brothers Art and Framing, Concord, California**
Sales Associate, Custom Framing Artist

- Sold art supplies, frames, and custom framing.
- Specialized and design customers framing.
- Analyzed and manage customers' needs.
- Conduct transactions of customer purchases.
- Evaluated and organized store sales floor.
- Develop relationships and built reputation with customers.

RELATED EXPERIENCE

10/07 – 07/08 **Mini Golf: Tournament (Student Project), San Francisco, CA**
3D Environment Modeler, Concept Artist

- Design and create concept art
- Design and create 3D models using Maya, CrazyBump, and Photoshop
- Import custom meshes and create materials using UT 3 Editor

References available upon request