

Matthew Harris
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Skills

3D Modeling
Texturing
Concept Art
Illustration
Painting (Digital and Traditional)
Figure Drawing (Clothed/Costumed and
Nude)

Software

Autodesk Maya
Pixologic Zbrush
Unreal Engine
Adobe Photoshop
Adobe Illustrator
3D Coat

Education

Academy of Art University
Bachelor of Fine Art/Illustration (2008)
Master of Fine Art/Game Design (2014)

Credits and Awards

Work displayed at Academy of Art University Spring Show (2007, 2012, 2014)

Experience

Title: Figure Model

Academy of Art University (June 2005 – Present)

Model for figure art classes

- Various classes ranging from nude, clothed, costumed and group poses
- Demands physical and mental focus.

Title: Personal Assistant

Posthuman Entertainment (2004 May-July)

Personal assistant to a popular musician

- Run errands to keep household in order
- Keep schedule
- Arrange meetings and interviews
- 80+ hour work weeks