

Matt Ostgard

3D Artist

(Modelling, Texturing, Animation, Tech-Art)

www.MattOstgard.com

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Objective

To obtain an art position working with creative, organized, and experienced individuals in an established art studio, creating high quality artwork.

Skills and Abilities

- 3D character and prop modeling, texturing, and animation.
- Shader creation (HLSL/CG)
- Scripting (Python, MaxScript)
- Software: Zbrush, xNormal, 3ds Max, Maya, Modo, Photoshop
- Game Engine DCC: Id Tech Engines, Source, OGRE 3D, Torque 3D

Experience

August 2007 to November 2010 - InstantAction (previously GarageGames)

Employed as a CG Generalist/Tech Artist: modelling, texturing, animation, shader creation, and scripting. Art experience included design and creation for characters, weapons, and props.

- Fallen Empire: Legions (characters, weapons, props, shaders, scripting)
- Instant Jam (guitars, shaders, DC pipeline management)
- Think Tanks (props, and normal map creation)

August 2010 to November 2010 - SparkCast

Contracted as a CG Generalist/Tech Artist for an unannounced interactive cart ride using OGRE 3D.

Education

Hobbie projects and modifications using many different engines.

Six semesters of 3D Computer Animation at Carson City High School