

Matt Ostgard

Technical Artist

Matt Ostgard

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Las Vegas, NV 8144

MattOstgard.com
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Skills

Art Content Pipelines: Zbrush, 3ds Max, Maya, Modo, Blender, Substance Painter, Photoshop, After Effects, and Animate (Flash)

Languages: C#, HLSL, GLSL, Python, MaxScript, Javascript, and MEL

Engines: Unity 3D, Unreal, Pixi.js, Three.js, Torque 3D, and Ogre 3D

Experience

Arabian Art Studios / Senior Technical Artist & Game Programmer

APRIL 2016 - PRESENT, LAS VEGAS, NV

- Game programming for a VR Game, Cursed Sanctum, in Unity (C#).
- Tools and pipeline development (C#, python, maxscript).
- UI art and design.
- Particles and other VFX.

Scientific Games / Senior Technical Artist

APRIL 2012 - AUGUST 2016, LAS VEGAS, NV

- HTML5 games using Pixi.js, Unity, and proprietary engines.
- Created miscellaneous art content and tools.

GarageGames / Senior Technical Artist

JUNE 2011 - APRIL 2012, LAS VEGAS, NV

Created art pipeline tools, vehicles, weapons, and environment props for Torque 3D engine tech demos.

SparkCast / Technical Artist

AUGUST 2010 - DECEMBER 2010, LAS VEGAS, NV

Modeling, rigging, animation, and tool creation for a motion controlled children's interactive cart ride using Ogre 3D.

InstantAction / Technical Artist

AUGUST 2007- NOVEMBER 2010, LAS VEGAS, NV

Modeling, rigging, animation, shader, and tool creation on various projects including:

- Fallen Empire: Legions - FPS game part of the Tribes universe.
- Instant Jam - A rhythm game.
- Think Tanks - Third person shooter.