

# Matt Ostgard

## Technical Artist

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### Matt Ostgard

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Las Vegas, NV 8144

702.493.2711  
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### Skills

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Art Content Pipelines: Zbrush, 3ds Max, Maya, Modo, Blender, 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

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### Experience

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#### 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 some 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 tech demos showing off GarageGames' Torque 3D engine. Implementation and optimization of all art assets.

#### SparkCast / Technical Artist

JUNE 2011 - APRIL 2012, 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.