



Contact

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510.542.7873

Education

Bachelor of Arts, Film:
3D Animation
Columbia College, Chicago
2002 - 2005

Skills

Problem Solving / 3D Game
Art / 3D Modeling &
Texturing / Sculpting /
Lighting & Rendering /
Concept Design / Pixel Art

Software

Maya / ZBrush / Substance
Painter / XGen / Marvelous
Designer / Unity / Adobe CC

MATHEW BURBANK

3D GAME ARTIST

Experience

Freelance 3D Artist

December 2022 - Current
Delivering quality work on time and on budget.

Senior 3D Generalist - Artie

September 2021 - November 2022
Created character assets, environment greybox, shot layout, lighting and rendering in Unity HDRP. Worked closely with animators, concept artists, and designers.

Senior 3D Character Artist - Jam City

October 2019 - September 2021
Created creatures, characters, and animation rigs. Worked closely with animators, concept artists, and designers.
Harry Potter: Hogwarts Mystery (*Live Ops*)

Senior 3D Artist - KIXEYE

April 2017 - August 2019
Created vehicle and environment art, working closely with game designers and engineers.
War Commander: Rogue Assault (*Live Ops*)

Senior 3D Designer - Hestan

April 2016 - March 2017
3D product visualization and UI design lead for Hestan CUE Smart Cooking System.

3D Artist, Contract

August 2015 - March 2016
Unannounced VR title. 3D art and technical solutions for clients. Delivered quality work on time and on budget.

Art Designer - Konami Gaming

April 2013 - July 2015
2D/ 3D art and animation for video slots. Collaborated with engineers and designers.
(6 Shipped Titles) - Festival of Riches, Lamp of Destiny, Guardian of Riches, New Year New Wishes, Opulent Phoenix, Twilight Fortune

3D Art Lead - Babaroga Games

March 2010 - April 2013
Created 3D character, environment, and pixel art. Led small team of 3D Artists.
(4 Shipped Titles) - Zombies!!! (*Microsoft Game Studios, Win/ iOS*), Rogue Racing (*Glu Mobile, iOS*), Transformers 3: Dark of the Moon (*EA Mobile*), EA MMA (*EA Mobile, iOS*)

Designer - XL! Studios

March 2008 - March 2010
Web development, graphic design, and 3D rendering.

Character Artist - Digital Subterfuge

September 2007 - March 2008
Unannounced Xbox 360 title.

References available upon request