

Matthew Hodges

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<https://matthewjayhodes.weebly.com> - 3D Artist, QA, Game Design

6 years experience in **3D modeling** involving **Polygonal Modeling, UV Mapping, Texturing,** and **basic rigging**. Other experiences involve being able to teach both **Unity** and **Unreal** engine to students in a professional environment and **Playtesting** of both table top and digital games

Core Strength

Technical

Organic & Hard Surface
Modeling
Basic Rigging
Basic Animation
UV Mapping

Software Knowledge

Maya
Adobe Photoshop
Mudbox
Slack
Trello

Leadership

Teaching
Daily Task Planner
Complex Problem Resolution

New Haven Game Makers Guild - Table Top Creator / Play Tester

- Helped playtest and gave feedback on table top games in development
- Worked with creators in the industry and communicated with them through facebook
- Playtested on a weekly basis every wednesday night

iDTech Camp - Instructor - Maya / Unreal Engine / Unity

Collaborated with fellow Instructors to create a engaging environment for both Students and Parents to fulfill educational standards and expectations of the course and camp as a whole.

- Created lesson plans and example projects to tailor to the students requests and needs.
- Lead group activities and lessons for students.
- Participated in Instructor meeting to help better student experiences.
- Provided parents with a final presentation of the students progress over the time they were there

Dishonor Thy Neighbor - Lead 3D Artist - Showed At Pax East

- Created the world environment and interactables
- Supplied high and low res models for use in LODs
- Pitched game to leading professionals in the industry

