

CONTACT ME



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SKILLS

Game Development:

Unity
Unreal Engine
C#

3D Art

Maya
Adobe Substance Painter
Zbrush
Animation
Rendering
Houdini

2D Art

Adobe Photoshop
Adobe Illustrator
Krita
Concept Art
Texturing

Additional Skills

Shader Visual Programming
Project Management

EDUCATION

BACHELOR OF ARTS - GAME DESIGN AND DEVELOPMENT

Quinnipiac University 2020-2024

LANGUAGES

English

Fluent

Japanese

Intermediate

AWARDS

2023 Quinnipiac Game Jam

Best Technical Art - Eelectric Lunatic



MATTHEW RODGERS-ANIELLO



3D ARTIST

PROJECTS

SHADOWS OF REDEMPTION - LEAD 3D ARTIST

Rogue Lineage Studios
January '24 - Present

- Led scrum meetings for a team of 7 in order to assign tasks to the small development team
- Built multiple 3D models and shaders in order to create a semi-realistic environment
- Generated culturally immersive environments reflective of diverse locations, enhancing player immersion and engagement

DEAD ON ARRIVAL - LEAD 3D ARTIST

Rogue Lineage Studios
August '23 - May '24

- Designed diverse models and shaders for player interaction
- Painted textures and masks for different models
- Designed and implemented atmospheric elements to evoke a distinctive and captivating ambiance, fostering immersive exploration for the player

EXPERIENCE

TEACHER ASSISTANT - INTRO TO GAME DESIGN

Quinnipiac University August 2023 - December 2023

- Trained new students in Unity 3D, with concepts such as environmental design, lighting, and basic cinematics
- Assisted in diagnosing and resolving a variety of issues, including texture inconsistencies and rendering problems
- Instructed 15+ students on foundational shader creation techniques in Unity URP and enhanced their project capabilities and increased class engagement by 40%

3D TECHNICAL ARTIST INTERN

Hexicosa Inc and I.F. Magic July 2023 - December 2023

- Provided numerous game-ready 3D models to ensure the successful completion of the project
- Created shaders using Unity's universal rendering pipeline to establish a stylized environment
- Maintained a cohesive art direction, ensuring a seamless workflow in collaboration with 2D concept artists

ORDER FULFILLMENT ASSOCIATE

Home Depot December 2020 - January 2024

- Utilized creative troubleshooting skills to effectively address and resolve customer inquiries and issues in a timely manner
- Effectively managed multiple customer inquiries and requests simultaneously, demonstrating a strong ability to prioritize assignments and multitask