

Matthew Griebner
(916)212-2285
theancientstory.weebly.com
mgriebner@gmail.com

Personal Summary

Experienced 2D and 3D Artist dedicated to the promise of Game Development across various media and platforms.

Work History

- * Freelance Pixel Artist for Atomic Alice (12/13 - Current)
- * Lead Character Artist for Mashiyu Games (4/13 - 11/13) - Anaria Online
ZBrush, 3dsMax, Photoshop, Topogun, Crazybump, Marmoset, Roadkill
- * Character Artist for Mashiyu Games (12/12 - 4/13)
- * English Test Technician for Lionbridge (12/12 - 6/14) - Microsoft project
- * Product Tester for Aerotek (Summers 07 and 08, 8/11-12/12) - for Nintendo
- * 3d Character Artist and Flash Generalist for BrandX Games (10/10-3/11)

Game & Short Film Projects

Atomic Alice Pixel Platformer (12/13 - Current)

Pixel Artist

Responsible for all in-game art assets: GUI, character, environment tiles, props, effects, and animation. Cover art.

Anaria Online PC MMO (12/12 - 11/13)

Lead Character Artist (4/13 - 11/13), Character Artist (12/12 - 4/13)

Organized a team of 5 artists, reviewed work, collaborated with leads.

Incandescence PC Game (3/11-4/11)

3d Artist

Odd Manor Facebook App (10/10-3/11)

Character Modeler and Texture Artist, Flash Generalist

Bear Pile PC Game (9/09-7/10)

Character/Environment Artist and Modeler, HUD and Menu UI

The Rose Animated Short (9/08-4/09)

Modeler, Textures, Animator, Storyboard Artist, Cameras/Lights, Editing

Education

BFA in Production Animation, DigiPen Institute of Technology,
Redmond, WA

AS in Computer Programming in C++, AA in General Studies,
Internet Programming Certification, Cosumnes River College

Skills and Experience

3D Studio Max - 4 years experience.

Photoshop - 6 years experience.

ZBrush - 3 years experience.

Maya - 2 years experience.

Mudbox, Topogun, Marmoset Toolbag

After Effects, Flash, Roadkill UV Tool, Unity