**Matthew Griebner**  
**Character and Pixel Artist**  
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Work Experience  
3D Character Artist - Exato Game Studios, April 2016 - August 2019  
Sole character artist, creation of the narrative characters for Elo Hell and the units for Echo Star. Placed most of Echo Star environment props in level. Created unit effects in Cascade. Collaborated with Lead Designer to develop unit skill sets.  
  
Freelance Pixel Artist, December 2013 - Present  
Created equipment, status, and ability icons for the Age of Fear series. Created all assets for March of Industry and Atomic Alice. Minor Contributions to other projects. Some modding and fan art for Lost Technology and Duelyst.  
  
3D Character Artist - Mashiyu Games, December 2012 - November 2013  
Development of main female character.  
  
3D Character Artist, Flash Generalist - BrandX Games,   
October 2010 - March 2011  
Created 3D model for main character, built vector building and prop assets.  
  
Completed Titles  
Elo Hell and Echo Star – Paired narrative and turn-based strategy games.  
March of Industry – Assembly line manufacturing game.  
Atomic Alice – Pixel platformer.  
Odd Manor – Flash magical garden game.  
Bear Pile – 3D defense game.  
  
Education  
Digipen Institute of Technology – BFA in Production Animation  
Cosumnes River College – AS in C++ Programming, AA General Studies, Internet Programming Certification  
  
Software  
Photoshop Topogun Substance Painter  
Maya 3DSMax Unreal Engine 4  
Marmoset Flash CC Unity  
Arnold