

# Matt 3D Artist

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Date of Birth: 29 January 1994

Nationality: British

Sculpting/ Modelling Artist

## Personal Statement:

I'm a 3D Artist, Primarily a modeller/ sculptor with the highest interest in character's and creatures.

My production experience has mainly involved organic modelling but I do understand other modelling forms. I aim to push my abilities and knowledge further and learn much more about the industry and find artistic solutions to new problems. I have a wide imagination and I love nothing more than bringing those ideas to life in 3D.

Aside from 3D I enjoy snowboarding, paintball, photography, editing and I like to experience new environments and travel.

## Professional Experience:

**Pixomondo** - September 2016 - Present

Projects: Game of Thrones S.7  
Star Trek Discovery  
Game Cinematic trailer  
The Walking Dead  
Sky Hunter  
National Geographic - Ocean Odyssey

Modelling of hero creatures and characters for a variety of projects.  
Along side modelling environment assets and full landscapes.

**Luxx Studios** - February 2016 - August 2016

Projects: Independence day Resurgence

First step of industry experience, developing knowledge as a junior artist.

**Prologue Pictures** - September 2015 - January 2016

Projects: Mobile game

Freelanced and modelled assets for a mobile game.

**Student Project** - September 2014 - July 2015

Projects: Chirality

First started working within a pipeline with a small team of 8.

## References:

**Nina Göldner** - VFX Producer  
Pixomondo  
nina.goeldner@pixomondo.com

**Andrea Block** - CEO + Producer  
Luxx Studios  
a.block@LUXX-Studios.com

**Neil Gallagher** - Senior lecturer.  
University of Hertfordshire, course leader  
n.gallagher@herts.ac.uk

## Education:

2008 - 2010 John Cleveland College  
9 GCSE's A-C

2010 - 2012 North Warwickshire & Hinckley College  
Subsidiary Diploma in Art and Design D\*D\*D\*

2012 - 2015 University of Hertfordshire  
Bachelor of Arts - First class (hons) 3D Games Art

## Awards:

UH Film Expose: Best Film  
Best VFX  
Audience Choice

OCR Level 2 National award in ICT - Distinction

ICT Skills for Business - Merit

## Software Knowledge:

**Zbrush** - Primary Sculpting package

**Maya / 3d's Max** - Equal knowledge

**Topogun** Houdini/ Mantra

**Mari** Marvelous Designer

**Photoshop** 3D coat

**Mudbox** xNormal

**keyshot** Uv Layout

## Additional Links:

Email: matt.pbl@hotmail.co.uk

Linkedin: <https://www.linkedin.com/in/matt-dicken-3dartist/>

Showreel: <https://vimeo.com/243525882>

Website: <https://www.matt3d.co.uk/>