

# MATTHEW HOPKINS

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## SUMMARY OF QUALIFICATIONS

Flexible skill set includes both art asset creation and software engineering for the production of rich and engaging interactive media. Agile mindset allows for creative problem solving, effective decision making, and the ability to meet tight deadlines while exceeding expectations. Detail oriented, highly dependable team player with the skills to lead effectively as needed.

## SKILLS

- 3d Coat
- Autodesk Maya, 3ds MAX, Motionbuilder, Mudbox
- Adobe Photoshop, Illustrator, Indesign, After Effects, Premiere, Flash, Dreamweaver
- Avid Pro Tools
- Blender
- Faceware Facial Animation – Hardware/Software
- Formlab 3d printing
- Marmoset Toolbag
- Microsoft Visual Studios, Office Suite
- Monobuilder
- Optitrack Arena
- Pixologic ZBrush
- Quixel Suite
- Simplify 3D printer
- Substance Painter
- Unity 3d
- Unreal Engine
- xNormal

## EXPERIENCE

7/1/2012 TO PRESENT

**Becker College**

*Worcester, MA*

### TECHNOLOGY SPECIALIST FOR THE SCHOOL OF DESIGN AND TECHNOLOGY

- Design and create original assets for SD&T including raster, vector, 3D models, and animations for print, online, and interactive media.
- Collaborate with and assist IT in the troubleshooting, repair, maintenance, and upgrading of all SD&T high-end media labs including workstations, mobile devices, AR/VR hardware, and motion-capture equipment.
- Direct and coordinate the daily operations of a six-person team of work study students responsible for assisting SD&T faculty with IT and various classroom presentation hardware.
- Provide supplemental teaching assistance for Interactive Media and Arts courses.
- Assist the Associate Dean of SD&T with all operational needs including scheduling, admissions events, recruitment projects, internal and external marketing, conference attendance and exhibitions.

11/2017 TO 1/2018

**Permadeath Opera**

*Boston, MA*

### TECHINICAL ARTIST

- Worked with the lead animator on the project to implement Faceware Live using Unreal Engine 4.
- Found solutions to technical performance issues.
- Developed a facial bone rig to provide a modular solution for their current and future work flow.
- Created modular rig solution using Autodesk Maya.

2017 TO PRESENT


**Freelancing**

- Produce 3d assets designed to be used in game engines including a weapon model purchased by Rust LTD for the game "Hot Dogs, Horseshoes & Hand Grenades".
- 3d assets are created using Autodesk Maya or Autodesk 3ds Max and Pixologic zBrush.
- Texture assets are created using Adobe Photoshop, Illustrator and Substance Painter.
- 3d assets tested in game engine Unity 3d.

2017

**MAHQ – “HOP SHOCK”**

**2D/3D ARTIST AND PROGRAMMER**

- Designed, developed, and published an infinity jump rope game for iOS using Unity engine.
- Programmer responsible for all GUI and inventory system code in C#, mobile platform integration, and publishing to iOS App Store.
- Produced all character art including concept, modeling, texturing, rigging and animation.
- Created all 3D environmental assets and special effects and optimization using Autodesk Maya, Pixologic zBrush, xNormal and Adobe Photoshop.
-  <https://itunes.apple.com/us/app/hop-shock/id1219075733?mt=8>

2017

**Niemi Brothers – “THE ARCANE RELICS”**

**3D ARTIST**

- Created 3d assets for a Steam Greenlit open world RPG fantasy medieval adventure.
- 3d models were created in Autodesk Maya and baked using xNormal.
- Textures were created in Substance Painter using custom created materials.

11/1/2010 TO 6/1/2011

**New England Garage Band**

*Boston, MA*

**PROGRAMMER**

- Programmed a web-based game which was published on NEGB's website.
- Created an easy to use syncing system that allowed any music to match timed hits.
- Produced art and coded the GUI in ActionScript 3.

7/1/2010 TO 8/1/2012

**Third Pixel Studios – “Undead Redemption”**

*Worcester, MA*

**ARTIST/ANIMATOR**

- Displayed at PAX East 2011 at the Becker College Booth.
- Art was created in Adobe Photoshop.
- Animation was created in Adobe Flash.
- Released game for iOS in 2011

4/1/2011, 3/12/2017

**PAX EAST**

*Boston, MA*

**BECKER COLLEGE EXHIBITOR**

- Represent Becker College at PAX East, a 60,000+ attended annual game exposition, for the past seven years.
- Assist with booth design, theme and layout including the production of 3D models, rendered stills, and interactive displays.
- Design and create marketing materials including full-page exhibitor brochure advertisement, and give-away items such as decals and t-shirts.
- Work closely with our vendors, booth rental company, and the exposition hall staff to fully coordinate event.
- Coordinate setup/transport and teardown of the booth, hardware, software, and media materials.

**EDUCATION**

**BECKER COLLEGE**

*Worcester, MA*

**BACHELOR OF ARTS, COMPUTER GAME DEVELOPMENT AND PROGRAMMING, 2012**

- Graduated with Magna Cum Laude, GPA: 3.89
- Member of Alpha Chi National College Honor Society
- Awarded the Academic Program in Game Design

**HOLY NAME CENTRAL CATHOLIC JUNIOR SENIOR HIGH SCHOOL**

*Worcester, MA*

## HOBBIES

- Photography
- Playing guitar

