



Matthew DeAraujo

3D Animator

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Objective To utilize the education and experience I gained from my 3 years at the Art Institute of Pittsburgh to obtain a career in 3D animation in the Game Art & Design field.

Education The Art Institute of Pittsburgh, Pittsburgh, PA
Bachelor's of Science in Game Art & Design
Date of graduation: September 2009
Final GPA: 3.5

Software Proficiencies Autodesk 3D Studio Max Adobe After Effects
Adobe Photoshop Pixologic ZBrush
Adobe Premiere Pro Unreal Tournament 3 Editor

Skill Sets Animation
3D Modeling
Rigging/Skinning
Interface Design/Animation

**Experience/
Course Work** Project "EndAll" (October 2008 - March 2009)
Animation Lead/Design Lead
- Main character's animations for in-game and cinematics
- Man-eating plant animations for in-game
- Designed and created animated HUD's/menus/logos
- Wrote all the documentation for the game's progress

Project "Shadow of the Gods" (April 2008 - June 2008)
Animator/Assistant Modeler
- Main and supporting character animations for in-game and cinematics for RPG sequence
- Designed and modeled character weapons

Project "Epoch" (January 2008 - March 2008)
Animator/Modeler
- Main and supporting character animations for the "prison fight" sequence
- Designed concepts and modeled the main character

Honors/ Achievements	Best of Show Award	Dean's List	Honor Roll
	Graduation Portfolio Presentation	- Fall 2006	- Summer 2007
	- September 2009	- Winter 2007	- Summer 2008
		- Spring 2008	- Fall 2008
			- Winter 2009