

Matt Isaac

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Lead Artist

References available on Request

Objective

To be a part of a studio whose members endeavour for distinction and promote teamwork in an imaginative environment. To create quality in a field that I love.

Experience

Full-Fat Productions
Coventry

Artist | Feb 2008 - Present

- ◆ Lead Artist on all current Mobile and Nintendo 3DS projects including best sellers Agent Dash, Flick Golf!, NFL Kicker and NFL Quarterback. Responsible for scheduling, team management, art style and content, and delivering milestones.
- ◆ Worked on six IOS and Android games that have become top 5 hits, including million selling Flick Golf! And critically acclaimed Agent Dash. We have been featured by Apple and Google Play on multiple occasions as well as featuring on Iphone 5 and the Nexus 7 tablet. Agent Dash graphics “are some of the best I've seen” - Gamezebo.
- ◆ Familiar with multiple Apple and Android Devices and specifications, working closely with programmers and designers to create new tech and tools to improve visuals and workflow.
- ◆ Lead / Character Artist on Harry Potter and the Deathly Hallows Part 2 Nintendo DS. Experience of working with external producers and delivering to tight deadlines.
- ◆ Experienced with managing full development cycle from concepting to release and beyond.
- ◆ Character Artist on Jambo Safari Wii game, creating many realistic animals with hand-painted textures.
- ◆ Worked as an artist on six published titles and various pitches for Nintendo DS and Wii platforms. Performed well as a team member and added to group development.

Education

Portsmouth University
Portsmouth

Computer Animation | 2004 – 2007
Bachelor of Arts Degree (HON'S)
A in English A-level.

Programs and Skills

- ◆ Skilled in 3d Studio Max, Maya, Photoshop and other Adobe products, Zbrush, Promotion, DS Nitro System, Wii/3DS Nintendoware, SIO2, SVN, Traditional Media. Working knowledge of Premier, Flash, InDesign, After Effects and Mudbox.
- ◆ Organised and efficient. Every project I have lead has delivered ahead of schedule.
- ◆ Natural Artist with understanding of form and shape, light, tone and composition.
- ◆ Lover of games and cinema and both watch and play them frequently, taking on board new ideas and ways of doing things. I like to get all the achievements..
- ◆ Team worker, discussing ideas and trying to promote a good working atmosphere. Approachable and open to ideas, as well as helping with technical and artistic questions.
- ◆ Knowledgeable in many fields of Digital Art including Concepting, Modelling, Unwrapping, Texturing, Rigging, Basic Animation and Special Effects.

Interests

- ◆ Video Games, Film, Reading and Socialising.
- ◆ Playing Football for the company and other sports such as running and cycling.
- ◆ Listening to music and radio as well as playing the guitar.
- ◆ Personal Artwork including 3d and traditional media.
- ◆ Travelling and photography.