

Matthew Cerasoli

To contribute to the look and feel of the newest and greatest AAA games.

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EXPERIENCE

Dekogon Studios— *Environment/ Prop Artist*

March 2019 - PRESENT

The Kollab Project is a Collaborative Project with artists from all around the world creating assets to be used as set dressing pieces in large environments. I am tasked with creating props that fit the theme of the pack and fit within the desired quality.

Avalanche Studios— *Vehicle and Weapons Artist*

February 2017- December 2018

I was a part of a small team of four artists who handled over 100 different vehicles for Just Cause 4. I was in charge of creating vehicles based off of concepts and also handling assets created by various outsourcing companies

Impeller Studios— *Environment Artist*

April 2016 - August 2016

In charge of creating pre-vis for the bases in the StarFighter Universe.

PROJECTS

Just Cause 4 — *Vehicle and Weapons Artist*

Just Cause 4 is an action adventure game developed by Avalanche Studios and produced by Square Enix.

Just Cause 4 DLC 1 — *Daredevils of Destruction*

Daredevils of Destruction is the first DLC for Just Cause 4.

EDUCATION

Champlain College, Burlington, Vt — *B.S in Game Art and Animation*

August 2011 - May 2015

SOFTWARE

Maya
Zbrush
Substance Designer
Substance Painter
Unreal Engine 4
PhotoShop

SKILLS

Hard Surface Modeling
PBR Texturing
Game Ready Asset Creation
Outsource Management