

Matt Nelson

Environment Artist | mattnelson.art

mattnelson.art

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Profile

I am Matt, an environment artist with several years experience working in an indie game development environment and skilled in a range of industry standard tools and workflows. I am a highly driven individual who loves video games and the fantastic worlds in them.

EXPERIENCE

Mountain Wheel Games — *Artist & World Building*

May 2015 - PRESENT

Remote 3D Artist and world builder working on the upcoming survival game stone rage launching on Steam summer 2020. [Steam Page](#). My role has included the development of many of the props for the game and the landscape for the open world along with its master material.

Skyblivion— *3D Artist*

January 2020 - PRESENT

3D Artist working on the Elder Scrolls community project [Skyblivion](#), a remake of TES: Oblivion in the Skyrim engine. I have been responsible for helping with remaking 3D Assets for the open world.

BT— *Support Advisor*

October 2017 - PRESENT

Supporting agents with complex problems or taking them over to resolve and dealing with data integrity issues that have been reported.

EDUCATION

Josh Lynch— *Material Mentorship*

October 2018

Four week material mentorship with substance expert Josh Lynch. This was an incredible experience and really helped me to level up as an artist.

SKILLS

Lighting, Low-poly Modeling, High-poly Modeling, Photogrammetry, PBR Texturing, Unwrapping, Substance, Environment Modeling, Post Processing

SOFTWARE

3D Max, zBrush, blender, Substance Designer, Substance Painter, Quixel, Unreal 4, Unity, Photoshop, World Machine, Photoscan, Perforce, World Creator

Staffordshire University — *Game Design & Production*

2011 - 2013