



MATTHIEU MOUTHON

Environment Artist

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SKILLS

Real-time environment production
Modular kit creation
Sculpting
High to low-poly workflow
Lighting
Node-based workflows
Material creation
Procedural texturing

SOFTWARE

Autodesk Maya
Zbrush
Unreal Engine
Substance Painter
Substance Designer
Marmoset Toolbag
Photoshop
Arnold

EDUCATION

BFA *2016-2020*
3D Digital Design
Rochester Institute of Technology

VOLUNTEERING

RITGraph *2018-2019*
Secretary

SIGGRAPH *2018, 2019*
Student Volunteer

EXPERIENCE

Sony San Diego Studio *June 2020 - August 2020*
Environment Artist Intern

Worked on the stadiums team at San Diego Studio on the MLB The Show series. Duties included creating high-quality models in Maya, as well as photo-realistic textures in Substance Painter and Designer.

Cary VR *2019*
3D Environment Artist

A walkable, interactive VR recreation of RIT's Cary Collection. Was hired to create and implement hero assets, design procedural textures in Substance Designer, and overhaul some of the pre-existing environment's lighting and materials.

Rochester Institute of Technology *2019-2020*
Class Assistant

I worked as a class assistant for a variety of classes, from entry-level (Intro to Visual Design) to high-level electives (Real-Time Design). I was tasked with answering a range of questions, helping with workflow questions, troubleshooting technical issues, and generally assisting the professor's lecture.

Ubisoft Bucharest *June 2016 - July 2016*
Game Design Intern

Was taught game-design fundamentals under the mentorship of George Iordache, and did playtesting as well as minor UI tasks on Watch Dogs 2.

PROJECTS

Lambster High *January 2020 - May 2020*

My capstone project at the Rochester Institute of Technology. I modeled and textured modular environment assets, and assembled them into an Unreal Engine 4 environment. I also worked on multiple tileable textures in Substance Designer, as well as complex lighting. Made multiple decals in Photoshop.

Le Marais *May 2019 - September 2019*

A project I completed as part of Ryan Benno's mentorship program. I created trim sheets using the 'ultimate trim' technique, and used it in tandem with modular assets to optimize my workflow. I made tileable textures in Substance Designer, as well as grunge decals in Photoshop. Worked on lighting and post-processing.