MATTHEW E. WHIPPLE

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OBJECTIVE:　　Obtain a position as a Lighting Artist by bringing together my graphic arts, lighting and showset design experience.

EXPERIENCE:

Senior Lighting Artist (Treyarch)　　　　　　　　　　　　　**12/17-9/18**
Lighting artist working on multiplayer levels, alternate lighting states and cinematics for Call of Duty: Black Ops 4.

Senior Lighting Artist (Skydance Interactive)　　　　　　　**2/17-11/17**
Lighting artist at Skydance Interactive, working on Archangel and unannounced titles in Unreal Engine 4.

Senior Lighting Artist (Infinity Ward)　　　　　　　　　　**3/16-2/17**
Lighting artist at Infinity Ward, working on Call of Duty: Infinite Warfare.
Worked on all multiplayer levels in Radiant and Rembrandt.

Freelance – Lighting Artist/Modeler　　　　　**10/13-3/16 , 10/10-12/11**
Contract lighting, rendering, modeling and texturing for such companies as Gabriel Garcia Studios, Cal State Fullerton, TreeFort, etc.

Lighting Artist　(Red 5 Studios)　　　　　　　　　　　　　**7/12-9/13**
Lighting and atmospherics for all areas of Firefall, working in and improving their deferred lighting system.

Lighting Artist　(Double Helix Games)　　　　　　　　　　**12/11-7/12**
Assess, repair and bolster the lighting pipeline for the in-house engine. Lighting and atmospherics for all levels on an unannounced next-gen title.

Lighter/Technical Artist　(Electronic Arts - LA)　　　　　**10/09-10/10**
Focusing mainly on lighting work in the Unreal 3 engine (with Illuminate Labs Beast lighting), as well as VFX, shader work, asset creation and integration.

Production Artist (The KERN Organization)　　　　　　　　**10/05-10/06**
Managed all aspects of graphic design and print production projects
Clients included DIRECTV, Nextel, SAP and VeriSign.

Production Artist (Bakersman Productions)　　　　　　　　**6/00-6/01**
Managed image editing and mechanical layouts for DVD and video game packaging using Photoshop, Illustrator and Quark.

Showset Designer (Walt Disney Imagineering)　　　　　　　**2/96-4/99**
Coordinated, designed and edited showset packages on Animal Kingdom's Tree of Life, Disneyland Innoventions, and DCA Bug Show. Lighting and fixture design on themed lighting team.

EDUCATION: <u>**Gnomon**</u>   <u>**2006-2008**</u>
Completed all available courses in polygon modeling, high res digital sculpting and game asset creation.

<u>**Michigan State University**</u>   <u>**1990-1993**</u>
Engineering Major.

SOFTWARE: Maya   UnrealEngine   ZBrush
Perforce   Photoshop   Bootstrapper
Radiant   Rembrandt