

Please Note that I am currently **not** available for work. Availability resumes June 2008.

Matthew John Ashton Taylor

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Career Objective

To push the limits of computer generated graphics both technically and artistically, to provide significant contributions in major media projects.

Skills, Experience and Personal Attributes

Creative Flair: At the RAFTA's Graduate Degree Show (National Film Theatre), Matthew was awarded "Best Artist" for his 3D animated short Film, "The Meat Hook Project", which he independently wrote and produced.

Communication: Matthew utilised 7 years of Lightwave experience to write and deliver several Lightwave training courses to fellow graphic designers and animators.

Teamwork: For the 3D animated Captain Scarlet series, Matthew worked in a team within the production pipeline to produce 3D animations, accurately creating high detail models and texturing them under pressure.

Scientific knowledge: A strong understanding and keen interest in sciences, particularly Physics, gives Matthew a perfect balance between what is visually appealing and physically accurate.

Pressure: Matthew utilised his Lightwave skills in order to manage and deliver the complex Bayswater M&S Visualisation Project to extremely tight deadlines.

Technical Competence and Problem Solving skills: Matthew reduced rendering time by 80% by designing, networking and building a powerful render farm for his 3D animated short film "The Meat Hook Project".

Self Motivation: As lead 3D visualisation artist Matthew demonstrated self motivation and initiative whilst working alone off site on several Lightwave projects.

Summary of Technical Skills

- 3D Packages: Lightwave 3D, Maya, 3D Studio Max.
- Modelling: Modo, Silo.
- Texturing: Bodypaint 3D 2, Photographic & Procedural texturing techniques.
- Compositing and Editing: Digital Fusion, Shake, Adobe Premier, Video Toaster.
- 2D Image editing: Adobe Photoshop, Jasc Paint Shop Pro.
- Animation Skills: Timing, weight, keyframe animation, procedural animation, dynamics, particle systems.
- 3D Techniques: Modelling, texturing & shading, lighting, global illumination, CG photo-real and non-photo-real rendering.
- Programming languages: HTML, PHP, Java.
- Operating Systems: DOS, Windows NT/95/98/XP, Mac OS9, Mac OS10.
- Microsoft Products: Access, Excel, Front Page, Power Point, Project, Publisher, Word.
- Methodologies and Techniques: Advanced CG production pipe line.

Professional Experience

Architectural Visualisation Artist – Bastin Day Westley Ltd [October 2005 – March 2006]

Contract - Responsibilities and Achievements

- Use and export of AutoCAD architectural plans to readable Lightwave format.
- Creation of accurate detailed models of various architecture from provided plans.
- Creating and editing textures for 3D models.
- Light and colour matching in rendering and post processing stages.
- Digital photography editing, reconstruction and use of stock photography.
- Delivering print resolution computer graphics for leaflets, brochures and billboards.
- Working in a team under pressure and tight deadlines to successfully deliver images on time.

Modeller & Texture Artist – The Indestructible Company- Captain Scarlet TV series [August 2004]

Responsibilities and Achievements

- Creating 3D digital models from 2D artist concepts, reference photography and 3D models.
- Painting textures for 3D assets.
- Working successfully to tight deadlines.

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Lead 3D Visualisation Artist – Marks and Spencer’s - Numerous Projects successfully delivered

Responsibilities and Achievements

- ❑ Capturing extensive photography of existing store layouts and details of décor and display units used to accurately re-create M&S Simply Food stores.
- ❑ Using Lightwave and Photoshop extensively to develop animated walkthroughs of M&S Simply Food stores at Wimbledon and Bayswater sites, requiring accurate creation of all store elements including modelling, layout, lighting and rendering.
- ❑ Adding new elements to visually introduce store changes to managers.
- ❑ Rendering print resolution graphics for corporate presentations, primarily of full-scale 6ft high display units.
- ❑ Visualisation of new display sale strategies to be examined by upper management.
- ❑ 3D presentation graphics detailing display layout options for management presentations.

Lightwave Consultant - Barry Debenham Associates

- ❑ Providing advice on software and hardware requirements for 3D projects.
- ❑ Training staff in Lightwave 3D modelling and layout.

Independent Website Publisher & 3D Computer Artist [January 2004 – Present]

Responsibilities and Achievements

- ❑ Market analysis to target high potential development areas.
- ❑ Website development using HTML, CSS, and PHP coding.
- ❑ Domain name and website hosting management.
- ❑ Webmastering, managing updates and maintenance.
- ❑ Converting 2D concept designs to high quality 3D graphics and animation.
- ❑ Website graphics and website content graphics.

Kee-Scott - 3D Artist – [October 2001]

- ❑ Visualisation design of corporate desk toys

Voluntary Work

- ❑ Ravensbourne College of Design and Communication – DVD Authoring, digital equipment maintenance, and software demonstrations.
- ❑ Tutoring students on undergraduate university animation courses
- ❑ Bowles Outdoor Centre Charity – Ski Instruction
Helping children and young adults improve their skiing ability.

Education

University College London

- ❑ MSc Computer Science – [Sept 2006 – Sept 2007]

Ravensbourne College of Design and Communication

- ❑ BA (Hons) Animation – Class 2:1 – [Sept 2004 – July 2005]
- ❑ Foundation Degree (Arts) Computer Animation & Visualisation – [Sept 2002 – July 2004]

Charles Darwin School

- ❑ A level – [Sept 2000 – July 2002]
Physics (Excellence Award), ICT (Excellence Award), Product Design, Applied Mathematics (AS)
- ❑ GCSE – [Sept 1995 - July 2000]
9 A-C grade including Maths, Science and English

Awards

- ❑ Best Artist - RAFTAs Graduate Degree Show
- ❑ Marjorie McClure excellence award – Presented for work with A level computer graphic students.
- ❑ Marjorie McClure excellence award – Presented for exceptional achievements in A Level Physics.
- ❑ Duke of Edinburgh Bronze award

Interests and Activities

I love to be outdoors in my spare time and partake in a variety of outdoor activities such as canoeing and rock climbing. However my most loved sport is skiing and I enjoy ski slalom racing, for which I have won many medals in regional races.

References

Excellent references available upon request.

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