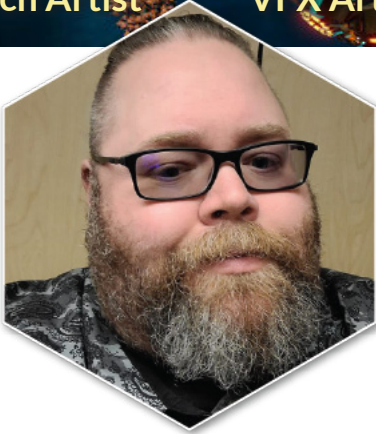


Jason Mathews

Tech Artist

VFX Artist



PROFILE

Senior Tech Artist specializing in VFX with 12+ years of experience creating VFX in a highly iterative working environment.

Skilled with Unreal Game Engine and Unity 3D, Blender and 3Ds Max, as well as Adobe Photoshop and Illustrator.

Constantly exploring new tech and pushing for better quality and performance.



www.jjimportfolio.com/



midwinterdreams@gmail.com



810-730-1067



1000 Rose Center Road
Fenton, MI 48430



<http://www.linkedin.com/in/jason-mathews-66a43222/>

PROFESSIONAL EXPERIENCE

Tech Artist, Trellis Games

Remote - December 2024 - Current

- Level Design & Mesh Creation
- VFX Creation & Lighting

Tech Artist, Stillalive Studios

Remote - June 2012 - September 2024

- Design and creation of VFX using Unity, Unreal Niagara & Popcorn FX
- Setup and update chaos vehicle buses for simulation games
- Modify meshes and construct materials
- Build animation blueprints
- Rapid Prototype for preproduction and prototypes
- Worked remote for 12+ years using multiple pipelines
- Experience working in an Agile environment
- Released games: Son of Nor, Drone Swarm, Bus Simulator (16, 18, 21, City Ride), and Garden Life

Media Artist - Glynlyon

Chandler, AZ - October 2011 - November 2013

- Creation of interactive flash education games
- Record and edit audio for education videos
- Complete work under tight deadlines
- Manage remote work and staff
- Explore new tech 3D and HTML 5

PROGRAMS



Unreal 4 & 5



Unity 3D



Blender



Photoshop



Illustrator



VFX - Niagara

KEY SKILLS



Rapid Prototyping



Animation



3D Modeling



UV / Texturing



UI / UX



Remote Agile Environment

EDUCATION

Bachelor Of Arts, Game Art

Collins College

Tempe, Arizona

May 2009

Graduated Valedictorian
Student Assistant / Tutor

Jason Mathews

Tech Artist

VFX Artist

2016



Bus Simulator 16 - Unity 3D

Created 3D bus assets, UV and textures
Designed all VFX for vehicles and environmental
Manage outsourced bus models

2018



Bus Simulator 18 - Unreal

Setup chaos bus vehicle in blueprint
Designed unique material to work with custom UV for wraps
Created a mega atlas for quick change building materials
Designed all VFX for vehicles and environmental

2021



Bus Simulator 21 - Unreal

Mentored new tech artist for bus development
Designed VFX for vehicles and environmental

2022



Bus Simulator: City Ride - Unity 3D (mobile)

Created water material for mobile
Optimization of assets for mobile

Unity 3D - Son of Nor

Created 3D environmental assets
Designed all VFX for spells, attacks and environmental
Successful kickstarter

2015



Unity 3D - Drone Swarm

Created ship prefabs to add variety to gameplay
Designed all VFXs for ships, weapons, and environment using PopcornFX
Swarm mesh experimentation, testing a variety of shapes

2020



Unreal - Garden Life: A Cozy Simulator

Imported and setup art assets via established pipeline
Created unique materials for props and water.
Creation of garden tools from concept reference
Designed all VFXs

2024



2022-24



Prototypes: Safari, Cat Cafe - Unreal

Safari: level design, unreal water system, chaos vehicle setup w/ suspension
Cat: blueprint mini games, animation blueprints, unique control rig