



# Matthew McBride

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## Objective

A dedicated artist who is looking to improve on his skills and expand on his knowledge by joining a productive company so he can contribute to the success of an establishing organization and be what the industry needs.

As a dedicated artist who is passionate about the field of animation/games/VFX I am seeking the opportunity to develop my skills and knowledge within industry. Through our teamwork in university I have developed a keen interest in character creation, specifically modelling.

## Education

2012 – 2016, Ulster University, Belfast  
BDes Hons Design for Interaction and Animation (pending)

2011 – 2012, Ulster University, Belfast  
Foundation Art and Design

2004 – 2011, Drumragh integrated college  
A Levels: Art, Craft and Design(B), Design and Technology: Product Design(D)  
GCSE: 2A 3B 3C, including English, Math and Science

## Skills

- 3D design and development for animation
- Animation
  - Texture and lighting
- Extensive research
  - Team work
- Creative thinking & ideation
  - Time management

## Software Knowledge

- AutoDesk Maya
  - (MentalRay)
- (Arnold)
  - AutoDesk Mudbox
- Adobe Photoshop
  - Adobe AfterEffect
- Adobe Flash

## Experience

- 3D dojo mentor  
Volunteer to help educate computer animation to ages 10-18 <http://3ddojo.electriceye.org.uk/>
- Ulster University open night animation course representative  
Responsibilities: explain the aims of the course, the methods it uses to achieve them, explaining the student experience with the course and answer any questions about the course.
- Shop assistant, Pizzarama, campsie Rd, Omagh.  
Responsibilities: Keep ingredient trays stocked, chopping all topping by hand and maintaining a clean working environment

## Interests

- Computer Games  
I have a keen interest in computer games and participated in the 2011 Q-con gaming tournament, where my team competed in the final rounds of the competition.

## Referees

- Conán FitzPatrick : course lecturer, Ulster University, Belfast  
Email: [conann.fitzpatrick@gmail.com](mailto:conann.fitzpatrick@gmail.com) [contact@conann.com](mailto:contact@conann.com)  
Mobile: 078 5700 0083
- Professor Greg Maguire, Course tutor, Ulster University, Belfast  
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## University Projects

### **Creative Strategies (Models) – 4 Weeks**

**Role** – Digital character modeller.

**Team Size** – 1

Students worked within a disciplinary field of their choosing, expanding their knowledge of that field. For the first two weeks I created various pieces of concept art, implementing techniques and methods arising in the lecture series for generating ideas. For the following 2 weeks I worked on expanding my knowledge of modelling, learning how to incorporate good topology into my character models. This also included the development of normal, bump and displacement maps and how I could create them within the technology that was available to me.

### **Creative Strategies (Recorded) – 6 Weeks**

**Role** – Concept Artist, Animator, Digital landscape modeller.

**Team Size** – 4

Students were tasked with creating a short animation which would be disseminated online. Together we looked at a wide variety of possible solutions such as creating a website, advertising, applications or animations, and incorporate the use social media, and possibly offline media to gain recognition for their project outcomes. For the animation that was created I worked on designing and modelling concepts for various assets that were used within the animation, including character, weapons, and environments.

### **Imaging and Data Visualisation (Fahrenheit 451) – 6 Weeks**

**Role** – Storyboarder, Animator.

**Team Size** – 2

Students were to create an animation that visualised the script of a scene from the movie that they were assigned. I helped to design the overall look of the animation, created all the 3D assets as well as partly editing the final animation.

### **New Narratives (MooMen) – 6 Weeks**

**Role** – Character Artist, Digital character modeller, Animator, Rigger.

**Team Size** – 4

Students were to create a 15 second animation using and applying everything that was learned from the previous New Narratives project while taking on the new challenges that come with making an animation. I took on the role Character Artist, designing the look of the farmer, then modelling and rigging that character, aiding with the animation of that character later in the project.

### **New Narratives (Witness project) – 4 Weeks**

**Role** – Info Graphic Design

**Team Size** – 4

The project was to create a graphic artefact based on the breakdown of the film that was assigned. The artefact needed to plot out and show the storyline of each individual character. After watching the film and reading the hero's journey by Joseph Campbell and writer's journey by Christopher Vogler, I helped brainstorm possible scenes and scenarios that could be happening off of camera, and created concepts for the graphic artefact

### **Create a New World – 12 Weeks**

**Role** – Landscape Concept Artist, Creature concept artist.

**Team Size** – Multiple Teams of 4

The project was to visualise a new planet or a life-form from another planet and create a body of work from those ideas. Every two weeks the teams would change and switch projects, forcing students to rapidly learn team skills, and adapt to fast pace product development. I researched various methods of ideation to help me generate concepts for environments and creatures, while also exploring the theme of the workshop, visualisation, colour, composition, lighting, typography, interactivity.

