

Matthew Alan Smith

1627 2nd Ave., Apt. 2B

New York, NY 10028

(802) 233-1650

matt@matthewalansmith.com

Technical Proficiencies

3D computer graphic skillsets: Fluid Dynamics, Particle Simulation, hair dynamics, cloth and rigid bodies, animation, rig development, Renderman and Mental Ray, fur systems, shader network development, compositing and lighting

Software: Next Limit Realflow, Autodesk Maya, Side Effects Houdini, D2 Nuke, Autodesk Motion Builder, Discreet 3DS Max, Adobe Creative Suite, Massive, Adobe Director, Adobe Flash

Programming languages: Python Script, Mel Script, C++, html, Javascript, php, Action Script

Work Experience

321 Launch, New York, NY

Developer and FX TD, June 2008 - present

Responsibilities include all 3D simulation effects: fluid, particle, hair and scripting based animation as well as developing work-flow and animation tools.

Development Project Examples:

- File management system and custom tools for Realflow and Nuke.
- Pseudo-dynamic hair system in Motionbuilder 7.5 with custom gravity and collision detection.
- Auto-generated hair system in Maya that creates dynamic control curve and collision object based on the character's joint positions for easy initial set up of hair controls on various characters.

Drexel University, Philadelphia, PA

Adjunct Professor, 2007 - 2008

Taught 3D Character Animation, Rigging and Modeling to college level juniors and seniors.

Colonial Philadelphia, Philadelphia PA

Maya Generalist and Fly-Through Developer, June - October 2007

Worked to produce 3D assets and dynamic and keyframe animations for historical recreations and renders, also created an interactive 3D fly-through of a historical building.

ACIN, Camden, NJ

Interface Designer and Developer, 2006 - 2007

Redesigned and created 3D mock-ups for the graphical user interface of military applications. Developed gesture based interfaces and 3D animations for games and the military application CJSMP. Researched alternative forms of user input.

Education

Drexel University, Philadelphia, PA

Bachelor/Master of Science in Digital Media, June 2008

Master's Thesis: *Alison, Stratified Cooperative Storytelling in Dissociative Identity Disorders: A Dynamic Installation incorporating 3D animation and movement based interaction.*

Honors and Awards

The Alison Installation awarded: Official Selection in the 2008 Siggraph Asia Art Gallery;

T-Day awarded:

- Official Selection in the 2007 Cartoon Club International Festival of Animation Cinema and Comics in Rimini Italia;
- Winner of the 2007 Greater Philadelphia student Film Festival;
- Official Selection in the 2007 XVI Philadelphia Film Festival;
- Official Selection in the 2007 Animation Block Party in Brooklyn, NY;
- Honorable Mention in the 2007 Mad Dragon Student Film Festival.

Life awarded:

- Official Selection in the 2006 Cartoon Club International Festival of Animation Cinema and Comics in Rimini Italia.

The Thirteenth International Conference on Distributed Multimedia Systems for the paper, *Planet Diggum: Multipoint, touch and gesture control of gaming environments.*

Future Play 2007 for the paper, *Wiizards: 3D Gesture Recognition for Game Play Input.*

Research Fellowship: Researching human computer interfaces, 2007-2008.

Demo Reel

My demo reel is available upon request or in a low-res version at www.matthewalansmith.com

References

Available upon request.