

## **Matt Decker**

[matt.decker.art@gmail.com](mailto:matt.decker.art@gmail.com) | [mattdeckerart.com](http://mattdeckerart.com) | [www.linkedin.com/in/mattcdecker/](http://www.linkedin.com/in/mattcdecker/)

### **Software Expertise:**

3DS Max, V-Ray, RailClone, Forest Pack, Photoshop, Premiere, After Effects, Unreal Engine, Unity, ZBrush

### **Experience:**

#### **Wayfair LLC.**

##### **Lead 3D Artist - Architectural Visualization:** August 2021 - Present

- Working with directors, designing, creating, managing and maintaining 200+ photorealistic architectural assets to be used by over 250 artists, stylists, programmers and engineers.
- Developing workflows for implementing modular architectural assets into existing pipelines.
- Managing and working alongside a team of 3D Artists through end-to-end projects with aggressive timelines.

##### **Senior 3D Artist - Architectural Visualization:** September 2018 - August 2021

- Collaborating with directors, engineers and artists to create architectural assets for AR and Automated systems.
- Creating, reviewing and maintaining asset-tracking documentation.
- Successfully trained and onboarded 8 new artists.

##### **3D Visual Artist:** March 2017 - September 2018

- Developed modeling tutorials for the Wayfair 3D University modeling guide to assist in setting industry standards for modeling 3D furniture.
- Produced 2,000+ photorealistic 3D renderings to be featured on Wayfair.com.

#### **Ragdoll Studio LLC.**

##### **Independent Contractor:** April 2016 - May 2016

- Worked with a small team to recreate a crime scene in a 3D environment to provide visual assistance in winning court case.

#### **Pinolero Designs**

##### **Independent Contractor:** January 2014 - March 2014

- Collaborated with an architect to create 3D renders of interior spaces.

### **Education:**

##### **The New England Institute of Art:** 2013 - 2016

Bachelor's Degree in Media Arts and Animation: Coursework includes extensive studies in 3D Art, Design and Animation.

- Lead the college's SIGGRAPH chapter from 2015 - 2016.