

Matt Decker

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Technical Skills:

3D Modeling, Rigging, Animation, Lighting, Texturing, Editing, Compositing

Software Expertise:

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

Experience:

Wayfair LLC.

Senior 3D Artist - Architectural Visualization Specialist: September 2018 - Present

- Worked with directors, designing, creating and maintaining 200+ photorealistic architectural assets to be used by over 250 artists, stylists, programmers and engineers.
- Collaborating with directors, engineers and artists to create architectural assets for AR and Automated systems.
- Developing protocols and procedures for implementing modular 3D architectural assets into technical pipelines.
- Managed and worked alongside a team of 3D Artists through end-to-end projects with aggressive timelines.
- Creating, reviewing and maintaining asset-tracking documentation.

Ragdoll Studio LLC.

Independent Contractor: April 2016 - May 2016

- Worked alongside 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 Science; Media Arts and Animation

Coursework includes extensive studies in 3D Art, Game Design and Animation.

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