Matt Bischoff . Environment Art
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Portfolio: http://matthewdbischoff.com

Objective:

My objective is to grow as an artist in the game industry working at a studio with passionate people who love to make games.

Education:

Ringling College of Art and Design, Sarasota FL
Bachelor of Fine Arts in Game Art & Design – May, 2011

- Best of Ringling 2010: Group Game Environment – Hallway
- Best of Ringling 2010: Game Environment – Pipe Room
- Best of Ringling 2010: Modular Character Assignment

Professional Experience:

Environment Art Mentorship, 343 Industries, Kirkland WA, October 2014 - April 2015
- Worked with senior environment artists to create art assets for Halo 5 using pre approved concept art
- Helped clean up previously existing 3d assets to meet production standard quality (proportion changes, added detail, UVs for tiling textures & trim sheets)

Software Test Engineer 2, 343 Industries (Experis, Compucom), Kirkland WA, March 2013 - Nov. 2015

- Build Verification Testing – Halo
- Lead small team in daily BVT tasks - including both Pipeline and Content BVTs
- **Identified daily production blocking issues in multiple branches**
- Coordinated with test engineers to create overnight Game & Tools automation
- Coordinated with artists, designers, and developers to create BVT test passes
- Composed daily BVT reports communicating build status to the onsite production team
- Worked with Halo production toolset daily (Bonobo, Sapien, Maya, Faber)

Test Associate 2, 343 Industries (Compucom), Kirkland WA, October 2011 – October 2012

- Build Verification Testing – Halo 4
- Led team in daily BVT tasks, including both Pipeline and Content BVTs
- Composed daily BVT reports communicating build status to the onsite production team
- Worked with Halo production toolset daily (Bonobo, Sapien, Maya, Faber)

Software Proficiencies:

Autodesk Maya 2014	Zbrush 4R6	Photoshop CS5	Unreal Development Kit	Microsoft Visual Studio
Premiere	Microsoft Office	Bonobo, Sapien	X-Normal	

*References available upon request