

GM

Gary Matycich

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2D/3D artist looking to work with creative teams and cutting edge technology.

Professional highlights include:

- A decade of experience in a wide range of 3D packages.
- Ability to translate digital designs to the real world.
- Experience creating VFX for VR environments.
- Comfortable working in node-based shader systems for making custom materials.
- Great anatomical understanding based on years of character and medical work.
- Great communication and collaboration skills.
- Organized and able to work efficiently under heavy time crunches and strict deadlines.

Work Experience

Digital Designer & CNC

07/2016 to Present

Epic Dental Studios

- Designing 3D digital prosthesis for use in dental restoration.
- CNC layout work for milling with zirconia and wax.
- Utilizing a large library of doctor's preferences and notes to create anatomical custom prosthesis for each individual patient.

3D Artist / VFX Animator

08/2013 to 06/2016

React! Games

- Lead VFX artist creating effects & animations in the Unity game engine.
- Modeling and texturing characters for various mobile and PC games.
- Worked with many larger companies on client work like Dreamwork's "How to Train Your Dragon".

CNC Programmer

08/2012 to 03/2013

Art Glass Studio

Director of Art & Design

01/2012 to 08/2012

Studio41b

Software Tools

- Unity
- Maya
- 3Ds Max
- Photoshop
- Lightwave
- Z-Brush
- nDo2
- Adobe Flash
- After Effects
- Shader Forge
- DDo

Education

DAVE School Orlando, FL

2010-2011

Digital Animation & Visual Effects

Henry Ford Community College Dearborn, MI

2008 - 2010

Illustration & 3D Animation