

MATT OZTALAY

(248) 568-3772 matt@oztalay.com www.oztalay.com/matt
3220 Duval Rd. #2314, Austin, TX 78759

GAME DEVELOPMENT EXPERIENCE

Associate Technical Artist III, Vigil Games, Austin, TX, August 2011 – January 2013

- Applied Maxscript and Python scripting knowledge, automated complex art-related tasks
- Scripted more than 60 tools and features for 58 person team, saving 2.5 man-hours daily
- Collaborated with tools programmers, helped develop new game editor features
- Laid Vigil Tech Art infrastructure foundations including guidelines for bug-tracking and process
- Promptly responded to requests for tools and troubleshooting support from multiple disciplines

Environment Art Intern, Volition, Inc., Champaign, IL, June 2010 – August 2010

- Quickly generated more than 35 environment art assets that enhanced player experience on *Saint's Row: The Third*
- Rapidly adapted to 3DS Max 2010 and proprietary game engine, developed artwork optimized for Xbox 360
- Coordinated with Technical Art staff to successfully resolve engine and pipeline issues
- Implemented critique and improved artwork based on reviews from senior and lead artists
- Effectively prioritized content-creation tasks using Hansoft project management software

SOFTWARE PROFICIENCIES

3DS Max 2012	Maya 2011	Python	Maxscript
Unreal Kismet	xNormal	Unreal Development Kit	Photoshop CS5
Crazybump	Hansoft	AfterEffects	Perforce
Microsoft Office	Premiere	zBrush	Mudbox
Corel Painter XI	MEL		

EDUCATION

Ringling College of Art and Design, Sarasota, FL
August 2007 – May 2011
Bachelor of Fine Arts, Game Art & Design
Minor, Business of Art and Design

Academic Awards and Nominations

Trustee Scholar Nominee
Best of Ringling 2010 – Collaborative Level Design

Portfolio and References available upon request