

Matthew Rickards

Game Art & Design



Game Art & Design

www.matthewrickards.com
matthewrickards01@gmail.com
(908) 507-4672

Work Experience

Codis Group

- Sold Verizon internet and cable products in retail locations.
- Effectively communicated with customers while using creative on-the-spot problem solving.
- Worked toward both independent and team-based goals that increased in difficulty over time.

GEM Advertising Internship

- Conceptualized image advertisements that would catch the viewer's attention while relaying information.
- Experimented with decorative designs to improve office morale.
- Visualized and interpreted clients' vision.

Quinnipiac Yearbook Project

- Constructed pages for school yearbook using photos using a software equivalent to In-Design.
- Used artistic vision to capture unique qualities and striking visuals of school events and landscapes.
- Learned to work and collaborate in a multi-functional team for both vision and layout.

Interests

Gaming, Digital Art, Film, Animated Media, Storytelling, Traditional Art

Education

Quinnipiac University (2014-2018)
BA Game Design and Development
Minor in Fine Arts
GPA: 3.4

Skills

Art/Design

- Adobe Suite
- Autodesk Maya, Mudbox
- Clip Studio
- Piskel
- Sculpttris (Free Z-Brush)
- Traditional Mediums

Game Design/Office

- C#
- Unity Engine
- Microsoft Office (Word, PowerPoint, Excel)
- Quality Assurance Testing

Language

- Basic Japanese (Hiragana/Katakana)

Social Media

LinkedIn: matthew-rickards

ArtStation: <https://www.artstation.com/mrickards>

Game Projects

Feral Arena

Info: 2-4 local multiplayer arena game. One of the players turns into a monster while the other players have to defeat them via Castle Crashers-like gameplay

Role: Conceptualized and developed character and weapon art, developed sound effects, edited trailer

Shade Shifter

Info: Singleplayer endless runner. Player controls a lizard ninja that can change colors to defeat enemies while jumping on buildings

Role: Conceptualized and developed all Art Assets to paint the idea of playing a retro game set in feudal Japan