

MATTHEW MILLS

MULTIMEDIA DEVELOPER & 3D ARTIST

CONTACT

 (902) 817-8194

 mills.matthew@gmail.com

 www.mattmarkmills.com

 linkedin.com/in/mattmarkmills/

 Bedford, NS

SKILLS

3D Modeling & Animation - 10+ years

- Autodesk Maya, 3DS Max, and Blender

Photo Editing - 10+ years

- Adobe Photoshop and Affinity Suite

Interactive E-Learning Design - 10+ years

- Using Unity and Articulate Storyline 360

Narration / Audio Editing - 10+ years

- Using Adobe Audition, Audacity and AI tools

Video Editing - 6 years

- Using Adobe Premier and Camtasia

E-learning LMS Software - 6 years

- Using Moodle and Mentor3D

EDUCATION

New Brunswick Community College

Applied Arts

2009 - 2010
Miramichi, NB

Nova Scotia Community College

Interactive and Motion Graphics

2007 - 2009
Truro, NS

Nova Scotia Community College

Digital Animation

2005 - 2009
Truro, NS



PROFILE

Multimedia Developer & 3D Artist with over a decade of experience in the e-learning and video game industries, focusing on industrial systems and practical theories. Detail oriented, and dedicated to producing high quality, accurate, and engaging 3D and 2D visuals for digital interactive media.



WORK EXPERIENCE

Senior Multimedia Developer

eRealia Online - Bedford, NS

May 2012 to May 2024

- 3D Modeled and textured complex mechanical systems and environments from photographs and schematics using Autodesk 3DS Max / Blender
- Created graphically detailed and interactive 2D learning courses in Articulate Storyline 360 based on client source material and branding.
- Created real-time animations based on storyboards to demonstrate mechanical systems and practical theories.
- Worked with Subject Matter Experts to ensure information was portrayed accurately and safely.
- Optimized client provided CAD data into game engine ready assets for use in production.
- Edited narration audio from live recordings as well as AI voice over tools for use in e-learning courses.
- Captured photos/video of client facilities and equipment on-site for use in e-learning courses, while maintaining proper safety practices.
- Edited instructional and promotional videos showcasing course content.
- Created complex interactive exercises using Unity 3D and proprietary software.
- Worked with developers in creating and maintaining a stable pipeline.
- Technical writing of knowledge check questions, storyboard corrections, and internal pipeline documentation using Microsoft Office 365 suite.

3D Artist

bitHeads Inc. - Playbrains - Ottawa, ON

February 2011 to September 2011

- Modeled assets in Autodesk 3DS Max for use in Gamebryo Engine.
- Textured multiple props and other objects according to engine specifications.
- Rigged various characters in 3DS Max for use by the animation team.
- Testing of asset related bugs as they would arise.

Freelance Artist / 3D Generalist

Independent Contracts - Westville/Halifax, NS

August 2010 to January 2011

- Worked with Longtail Studios (Halifax) to create environments, characters, props, and UI elements for a software pitch animatic.
- Created stylized characters for use as graphics on merchandise.
- Participated in online courses to improve skills in 3D Modeling/Animation
- Attended Montreal International Game Summit (MIGS) 2010 for networking and panels.

MATTHEW MILLS

MULTIMEDIA DEVELOPER & 3D ARTIST

CONTACT

 (902) 817-8194

 mills.matthew@gmail.com

 www.mattmarkmills.com

 linkedin.com/in/mattmarkmills/

 Bedford, NS

ACHIEVEMENTS

Facilitated Shifts in Company Technology

eRealia Online - Bedford, NS - 2012 - 2024

Created and documented company processes for the use of Unity, and again for Articulate Storyline 360.

Shipped Video Game Title

World Gone Sour - PC | PSN | XBLA
bitHeads Inc. - Playbrains - 2011

Received 3D Modeling Award

Army Learning and Support Centre,
Department of National Defense -
Oromocto, NB - 2010

Character Specialist Award

"In recognition of excellent character modeling and rigging work during the 2009/2010 AAAD Internship program."

REFERENCES

Available upon request.



WORK EXPERIENCE

3D Artist

Army Learning and Support Centre,
Department of National Defense - Oromocto, NB

August 2009 to July 2010

- Modeled, UV mapped, and textured character, vehicle, and prop models using Autodesk 3DS Max and Mudbox.
- Rigged and weighted 3D characters for animation using Autodesk 3DS Max.
- Worked with clients and Subject Matter Experts one-on-one to produce quality products in a timely fashion.

3D Artist

M5: Weapons of War,
Discovery Channel HD - Truro, NS

2009

- Created, rigged, and animated character scenes for use in production using Autodesk Maya.
- Created concept art pieces for production.

Photo Centre Technician

Wal-Mart Canada - New Glasgow, NS

May 2008 - August 2008

- Processed upwards to 80 orders per day
- Responsible for personal safety in the use of various chemical processes
- Trained new employees in the use of photo equipment and chemical safety

Camp Instructor

Nova Scotia Community College - Truro, NS

2009

- Supervised and instructed students from ages 10-16 on the fundamentals of traditional animation.

Community Access Program Trainer

Westville Library - Westville, NS

2003 to 2005

- Taught the basics of computer usage to senior citizens and local law enforcement personnel.
- Managed software updates of a Deep-Freeze public computer system and resolved technical issues of library computers.