

# MATTHEW SOUTHALL

## Environment Artist

### Personal Details

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**Notes:** Full UK Driving license.

### Skills

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- Hard surface modelling.
- Organic modelling.
- PBR Workflows.
- Environment Art creation.
- Self time management.
- Adaptive to new tools and software.
- Experience working in a fast paced creative environment.
- Communicating clearly and constructively within a team.
- Strong passion for game art creation and gaming.

### 3DS Max - Adobe Photoshop - Quixel Suite - Zbrush - Unreal Engine

### Experience

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**Voofoo Studios**, Birmingham – Environment artist. 14/11/2016 – Present.

Responsibilities:

- *Creating 3D environments, Props, 2D art for next gen consoles.*
- *Collaborating with Art lead to ensure the highest quality.*
- *Ensuring art conforms to the Project's pre established art style.*
- *Self management of time, meeting deadlines and working efficiently.*

**Pixel Hero Games**, Godalming — Environment Artist. 30/10/2012 – 29/09/2016.

Responsibilities:

- *Creating 3D environments, Props, 2D art, UI, Particle effects. Working closely with Level Design to provide 3D Asset support.*
- *Collaborating with Art lead to ensure the highest quality.*
- *Creating art to a Project's pre established art style.*
- *Using own initiative to design and concept ideas that match the requirements of the IP.*
- *Self manage my time, meeting deadlines and working efficiently.*
- *Acting upon feedback given by my Art Lead or Creative director.*

## **Projects**

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**Voofoo Studios**, Mantis Burn racing (PC, XBOX, PS4) — 3D Artist. 14/12/2016 – Present.

Responsibilities:

- *Creating PBR calibrated 3D assets to match an established art style.*
- *Communicate effectively with the rest of the team to create art for the required specifications.*
- *Self Time management including planning and production.*

**Pixel Hero Games**, Eisenhorn Xenos (PC, IOS)— Environment Artist. 01/07/2014 -30/08/2016

Responsibilities:

- *Creating Immersive and large game environments.*
- *Optimising for maximum performance for mobile devices.*
- *Working closely with Level Design to provide 3D Asset support.*
- *PBR texturing workflows.*
- *Lighting environments.*
- *Self Time management.*

## **Education**

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**09/2009 – 09/2012 - Staffordshire University, Stafford** — First Class Honours.  
-Beng HONS Computer Games Design, Staffordshire University.

**09/2007 – 09/2009 -Sutton Coldfield College, Sutton Coldfield** —  
Distinction/Distinction/Distinction. -BTEC BND IT Practitioners Software Development.

## **References**

Available on LinkedIn or request.