



## MATT HIGHISON

415.624.4812

1306 Haight St.

San Francisco,

CA 94117

matt@moonlitbasement.com

www.moonlitbasement.com

### SOFTWARE

Maya  
3D Studio Max  
Photoshop  
Flash  
Mudbox  
ZBrush  
Combustion  
Shake  
Adobe Suite  
After Effects  
Premiere  
Director  
Painter  
Bodypaint

## GOAL

### To join a creative team of artists, using my skills in:

- Modeling, character and environment
- Texturing, lighting, shaders and rendering
- Character and mechanical animation, 3D and Flash/2D
- Compositing, conceptual direction and project design

## QUALIFICATIONS

- Highly developed teamwork and leadership skills
- Problem solver and quick learner; able to teach myself and others with ease

## EDUCATION

### The Art Institute of California- San Francisco

Bachelor of Science- Media Arts and Animation June 2007

## PROFESSIONAL EXPERIENCE

### LeapFrog Enterprises, Inc.

#### Contract Animator, June - July 2006

- Produced backgrounds and assets for a Leapster game in Flash
- Created art with optimization constraints
- Upheld the client's specific art direction based on an existing IP

### Art Institute of California- San Francisco

#### Contract Design and Layout, 2006

- Print and website design for Winter and Spring Portfolio Shows
- Created artwork and designs for postcards and posters
- Created an RSVP website to match the rest of the marketing material

### Ultrasound

#### Contract Design and Layout, July - November 2005

- 12" vinyl record cover, labels, and postcard for the band *Ultrasound*
- Retouched and incorporated client's existing artwork into the new design
- Created multiple options/revisions for the client to choose from
- Insured cohesive design across different product elements

## PRODUCTION EXPERIENCE

### Art Institute Eco Club

#### Club Leader, 2006

- Organized meetings and events
- Helped initialize school wide recycling and bicycle rack installation
- Coordinated students on a variety of goal oriented projects

### Youth Energy Initiative

#### Production Team Leader, May 2004 – May 2005

- Acquired a studio and equipment on time and under budget
- Assembled and organized a team of artists
- Developed pipeline and strategy
- Created a show bible and series of character designs
- Wrote and pitched pilot script
- Produced a short 3D public service announcement from concept to completion; modeled assets

### Published Images

#### Foundations of 3ds Max 8 by Aaron Ross, Autodesk Press 2006

- One animation and one 3d still image included in guest artist gallery