

# JASON JAMES MATHEWS

Graphic Designer & 3D Developer

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#### INFORMATION Who am I...

"Focused, hard working, creative professional with more than 10 years of art and design experience."

I have worked on a wide variety of projects ranging from advertisment to programming and website design to game design. I take on every project as my own and I am focused on surpassing expectations of the product while keeping the deadline in mind. I push myself to learn new and better techniques and programs everyday. "If I don't know it, I'll learn it!"



# SKILLS What I can do...

USER INTERFACE

**PROTOTYPING** 

**GRAPHIC DESIGN** 

ILLUSTRATION

WEB DESIGN

**3D Modeling** 

**CREATIVITY** 

**COOPERATION** 

COMMUNICATION

**ORGANIZATION** 

**Р**ното

**ILLUSTRATOR** 

PREMIER/AE

In-Design

**DREAMWEAVER** 

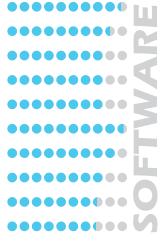
3DS Max

**UNITY 3D** 

Word

**POWER POINT** 

EXCEL





# **EXPERIENCE** Where I mastered it...

#### STILLALIVE STUDIOS

Game Artist, UI Designer, FX Artist 2012-Present



# **EDUCATION** When I learned it...

## GLYNLYON, INC

Media Designer, Interactive Developer 2011-2013

#### SOUTHWEST PORTRAITS

Graphic Designer, Web Designer 2009-2011

# **HEAVENLY SCENT HERB FARM**

Graphic Designer, Web Designer 2000-Present

#### **COLLINS COLLEGE**

BA Game Art, 2006-2009 Student Assistant, Tutor, Valedictorian

#### **COLLEGE FOR CREATIVE STUDIES**

Graphic Design, 2005-2006

### LANSING COMMUNITY COLLEGE

Animation, 2001-2004