

Matthew W. DeWitt
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Objective Statement To pursue my life-long ambition to work in the game industry or closely related field while increasing my knowledge and skills in digital art and content.

Education 2005 – 2009 Bachelor of Fine Arts
Interactive Design and Game Development
Savannah College of Art and Design
Savannah, Georgia

Professional Skills Proficient in: Adobe Illustrator Familiar with: Adobe Dreamweaver
Adobe Photoshop Adobe Flash
Autodesk Maya Autodesk 3ds Max

Work Experience 2010 – 2011 *Infinibit Games* Corel Painter
Co-Founder/Creative Director Corel Paint Shop Pro
Pixologic Zbrush

2009 *Breaking Open the Head*
Lead Artist/Lead Programmer

2008 *Katamari Damacy©: The Board Game*
Lead Game Designer/Lead Artist

Bioluminescence
Lead Artist

The Sunbunnies
Lead Artist/Lead Programmer

2006 *Core*
Artist/Lead Boss Designer

Fatal Clue
Lead Artist

2000 – 2011 *Gloom*
Lead Writer/Lead Artist

Distinctions 2005 Portfolio Scholarship
Issued by the Savannah College of Art and Design

2001 Gutenberg Award
Placed 1st in Color-Electronic Publishing

References References upon request.