

# Matthew A. Hein – Digital Artist

3535 W. Tierra Buena Lane #182, Phoenix, Arizona 85053  
602-214-7604 M.Aaron.Hein@gmail.com  
<http://www.MatthewHein.com>

## Professional Summary

Results-driven professional with diverse project experience. Optimistic and motivated team player with great organizational and time management skills. Proactive, takes initiative and volunteers for assignments. Goes beyond daily expectations and has a strong commitment to excellence. Troubleshooter, thrives on the challenge of visualizing and creating digital media content. Motivated and highly enthusiastic about the creative process.

## Software Skills

- Highly skilled with modeling, rendering and animation in 3D Studio Max and Maya.
- Experienced with Photoshop, Illustrator and Flash for digital illustration and design.
- Strong proficiency with Microsoft word, Excel and Acrobat for document publishing.

## Work Experience

THQ Quality Assurance via Acro Corp  
*Quality Assurance Tester*

March 2007 to present

- Creatively tests newly implemented features in game software and researches glitches.
- Utilizes spreadsheets to create test plans to assist the team in testing game features.
- Actively uses DevTrack database software for researching and documenting software bugs.
- Proficient with development kit software for video and screen shot capture.

Can-Do Graphics LLC  
*Freelance Illustrator for 'Verbal Judo for Graphic Designers' e-book.*

February – March 2008

- Provided consistent communication with project lead and made requested revisions.
- Developed illustrations in accordance with project guidelines and took initiative on additional work.

Citadel Crusade MOD Project  
*Concept Illustrator*

December 2007– April 2008

- Collaborated with a team to create character illustrations in accordance with the project guidelines.
- Participated in a group critique of design proposals, concept art and initial design work for the game.

NASA Aspire Project  
*3D Modeler and texture artist*

April – May 2006

- Collaborated with the team lead to create a digital environment of the surface of Mars for a PSA.
- Utilized reference material to model Martian topology in 3dsmax, using a provided scene as a template.

## Education

The Art Institute of Phoenix  
Bachelor of Arts; Media Arts and Animation

Phoenix, Arizona  
Graduated: December 2006