

TY MATTHEWS

3D Artist

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Portfolio
LinkedIn

SUMMARY

I am a detail-oriented and creative 3D Artist with a strong foundation in props, environment, and material creation for real-time applications. Skilled in industry-standard tools including Unreal Engine 5, Unity, Maya, ZBrush, and Substance Suite. Experience includes developing assets for military simulations, indie games, and film, with experience in both stylized and realistic workflows. Passionate about storytelling through immersive environments and crafting experiences that not only look great but resonate with players and audiences alike.

EXPERIENCE

▣ Master - 3D Modeling Specialist - AI Trainer

Invisible Technologies - Remote

Aug 2025 – Present

- Produced optimized assets for leading brands on text-to-speech 3D generation, delivering high-quality, efficient results.
- Produced accurate 3D models from masked reference images, with strong emphasis on correct perspective for AI training purposes.
- Created 100+ models in a month, advanced to the Review Team and selected for the Sprint Team to ensure we hit weekly deliverables.

▣ Graphic Specialist I (Unity 3D Artist)

Logistic Services International Inc. – Jacksonville, FL

Jun 2023 – Jun 2025

- Design and implement 2D and 3D visuals for military training simulations in Unity.
- Develop high-fidelity assets for Department of Defense courseware, including 2D graphics, 3D models and animations.
- Create clean UV layouts and texture maps optimized for real-time rendering.
- Collaborate with developers and instructional designers to ensure visual accuracy and technical performance.

▣ 3D Artist

Deadbolt Interactive – Savannah, GA

Oct 2022 – May 2023

- Contributed to the development of Beneath the Badlands, a stylized western-steampunk indie game.
- Modeled, textured, and implemented hero assets using PBR workflows and made use of nanite workflow.
- Designed reusable modular kits (pipes, foliage, structural elements) to support scalable level design.
- Worked closely with art and design teams to maintain a cohesive visual style and meet production deadlines.

▣ Scan & 3D Artist

SCADPro & Quixel – Savannah, GA

Mar 2022 – Jun 2022

- Hand-selected to collaborate with Quixel by testing experimental photogrammetry tools and workflows.
- Researched, tested, and documented advanced asset creation techniques using Megascans and custom scans.
- Provided feedback to Quixel team on usability and performance improvements.
- Contributed to a final presentation showcasing results to industry professionals.

EDUCATION

▣ Savannah College of Art and Design

(SCAD) – Savannah, GA

BFA in Interactive Design & Game Development

Graduated: May 2023

Skills & Tools

▣ Software:

Unreal Engine 5, Unity, Maya, ZBrush, 3DS Max, Blender, Substance Painter, Substance Designer, Cinema 4D, AutoCAD, Adobe Creative Suite (Photoshop, Illustrator), Microsoft

▣ Core Skills:

3D Modeling, Texturing & Shading, UV Unwrapping, Environment Design, Modular Asset Creation, Photogrammetry, PBR Workflow, Character Design, Animation Basics

Awards & Honors

- The Rookies - Draft Selection
- Intramural Employee of the Year (2022-2023)
- Dean's List (2019-2023)

Leadership & Activities

- High School Soccer Coach (2025–2026)
- SCAD Soccer Team (2019–2020)
- SCAD Intramural Admin

Links

- Portfolio
<https://www.tymatthewsart.com/>
- LinkedIn
<https://www.linkedin.com/in/ty-matthews-6909551a9/>