Matt Decker

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Professional Summary
Well-rounded and ambitious 3D Artist with strong cross-functional collaboration and project management experience. Capable of applying technical knowledge and abstract logic to deliver high-quality results and innovative solutions in a timely manner.

Skills
3D Modeling, Environment Art, Look Development, Rigging, Animation, Lighting, Rendering,
Video Compositing and Editing, Game Design and Development, Project Management

Experience
Wayfair LLC., Boston MA   **3/2017 - Present**
Lead 3D Artist - Architecture Visualization: **8/2021 - Present**
- Collaborating with Creative Directors and Engineers to design, create, and maintain 1,000+ photorealistic architectural assets to be used by over 250 artists, stylists across imagery, augmented reality and automated pipelines.
- Managing and working alongside a team of 3D Artists through end-to-end projects with aggressive timelines.
- Developing 3D modeling standards and pipelines for scalable asset creation.

Senior 3D Artist - Architecture Visualization: **9/2018 - 8/2021**
- Created, reviewed and maintained asset-tracking documentation.
- Successfully trained and onboarded 10 new 3D Artists.

3D Visual Artist: **3/2017 - 9/2018**
- Developed modeling tutorials for the Wayfair 3D University modeling guide to assist in setting industry standards for modeling 3D furniture.
- Produced 2,000+ photorealistic 3D renderings to be featured on Wayfair.com.

Ragdoll Studio LLC., Antrim NH   **4/2016 - 5/2016**
3D Artist - Independent Contractor
- Collaborated with Directors and 3D Artists to recreate a 3D environment of a crime scene to provide visual assistance in a winning court case.

Knucklebones, Brookline MA   **4/2015 - 6/2015**
3D Artist - Internship
- Lead team of Artists in creation and implementation of real-time 3D assets for educational game "Wheel Steal".
- Recorded and produced voice-over dialogue, Foley and sound design audio.

Education
BS Computer Science - 2016
New England Institute of Art, Brookline MA
- Lead the college's SIGGRAPH chapter from 2015 - 2016