

Matt Kohr

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OBJECTIVE

Industry-experienced concept artist available for full-time employment or contract work.

SKILLS

- Conceptual illustration
 - Modular design
 - Digital and traditional illustration
 - Basic 3dsmax / Maya
 - 2D texture painting
 - Graphic design
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GAME EXPERIENCE

Global Agenda

Environment Concept Artist and Texture Artist, Hi-Rez Studios, Atlanta, GA, summers 2005-2007, presently intermittent contract work.

- Designed interior and exterior city spaces.
- Designed modular and hero props to populate mission spaces.
- Assisted with lighting and material decisions through geometry paint-overs.
- Created flags and symbols to support game narrative.
- Worked in the Unreal 3 Editor.
- Textured modular and unique environment geometry.
- Made minor modifications to models.

Unannounced independent game

Freelance Illustrator, winter 2007.

- Worked with game creator to envision new IP and graphical style.
 - Created all in-game character art.
 - Created all in-game cut scene illustrations.
 - Created in-game map.
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EDUCATION

Savannah College of Art and Design, Savannah, GA, B.F.A. anticipated spring 2008
Major: Sequential art

PRESS

- Game Career Guide, 2008 -
www.gamecareerguide.com/features/479/student_postmortem_cowboy_cave.php
 - Game Career Guide, 2007 -
www.gamecareerguide.com/features/455/becoming_a_game_concept_.php
 - ImagineFX Magazine, October 2007 issue
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INTERESTS

Games, camping, science fiction movies, cooking

REFERENCES

Available upon request