

## CURRICULUM VITAE

### Contact details

**Name:** Matthew John Syrett  
**DOB:** 04/01/1989  
**Address:** 628 Lightwood Road  
Lightwood  
Stoke-on-Trent  
ST3 7HE  
**Mobile:** 07890118448  
**Email:** [syrettdesigns@hotmail.co.uk](mailto:syrettdesigns@hotmail.co.uk)  
**Website:** [www.syrettdesigns.com](http://www.syrettdesigns.com)  
**Driving licenses:** 8 years clean.

### Education History/Qualifications:

**September 2013 – October 2014 Sheffield Hallam University**  
MA Animation and Special Effects –Merit

**September 2011-November 2011 Chesterfield College**  
PTTLS- Pass

**September 2008 – June 2011 - University of Derby**  
BA Honours: Computer Games Animation and modelling: 2:2

**September 2005 – June 2008 - Stoke-on-Trent Sixth Form College**  
Product Design A-Level: C  
Computing A-Level: D  
Business studies BETEC: Distinction

10 GCSEs A-C grades

### Professional Bodies

UKIEE/STEM- Game Ambassador

IFL- Institute for Learning

IGDA- International Game Developers Association

### Software Selection

- Maya
- Adobe Photoshop
- Adobe After effects
- UDK
- Microsoft Office applications
- Max
- Zbrush
- Quixel Suite
- Unity 5
- Unity 4
- Cryengine
- UE4

**Company Name:** Airship Images Ltd

**Dates:** December 2014 – March 2015

**Position held:** UE4 Environment artist/ Engine R&D

Outline of Responsibilities:

- Create a range of 3D and 2D assets for real time trailer inside of UE4
- Manage the art pipeline into the UE4 engine.
- Create and implement shaders using UE4.
- Scene composition and lighting.
- Manage external outsources on the project making sure any art assets being implemented into engine are to the same quality and standard.
- Create Renders from the trailer for use in the promotion of the game.
- Solve issues with creating a trailer in real time and come up with new methods of implementation.

**Company Name:** Table Flip Games Ltd

**Dates:** September 2013 – Present

**Position held:** Generalist artist and Co-owner

Outline of Responsibilities:

- Create a range of 3D and 2D assets for our first game release Sure Footing.
- Manage the art pipeline into the unity engine.
- Create and implement shaders using Shader Forge with in the Unity Engine.
- Manage all outsourced animations and check to make sure any art assets being implemented into engine are to the same quality and standard.
- Manage the social media side and promotion

**Company Name:** Sheffield Hallam University

**Dates:** March 2014 – April 2014

**Position held:** Guest lecturer Computer Games

Outline of Responsibilities:

- Deliver lectures and tutorials too 2<sup>nd</sup> year students on fundamentals of modelling in Max and game level creation in game engine.
- Go through the module leaders tutorials and explain them in the lecture
- Explain how to create gun mechanics inside of UDK, basic rig and Uscript.
- Deliver lectures on 3D modelling principles for environment and prop artist game pipeline.
- Deliver lectures on Lighting principles and how to direct the player.

**Company Name:** Rotherham College

**Dates:** March 2014 – June 2014

**Position held:** Level 2 Lecturer Game Engines

Outline of Responsibilities:

- Deliver lectures and tutorials to 16+ Learners on fundamentals of modelling and texturing in Maya and game level creation in game engine.
- Create tutorials making game play elements in UDK.
- Deliver lectures on 3D modelling principles for environment and prop artist game pipeline.
- Create a Scheme of work and Assignments for the module.
- Deliver lectures on the history of games industry and home console market.

**Company Name:** Derby College

**Dates:** April 2013 – May 2014 (4 Week contract rolling)

**Position held:** Guest lecturer Computer Games

Outline of Responsibilities:

- Deliver lectures and tutorials to 12-16 year old students on fundamentals of modelling and texturing in Maya and game level creation in game engine.
- Create tutorials making game play elements in UDK.
- Deliver lecturer and tutorial in After Effects.
- Deliver lectures on 3D modelling principles for environment and prop artist game pipeline.

**Company Name:** Nottingham Trent University

**Dates:** January 2013 – March 2014 (7 Week contract)

**Position held:** Guest lecturer Computer Games

Outline of Responsibilities:

- Deliver lectures and tutorials too masters students on fundamentals of modelling in Max and game level creation in game engine.
- Create tutorials making game play elements in UDK.
- Mark and assess course work.
- Deliver lectures on 3D modelling principles for environment and prop artist game pipeline.

**Company Name:** University of Derby

**Dates:** November 2012 – May 2014

**Position held:** Games@Derby College Liaison

Outline of Responsibilities:

- Attend university open days and talk to students about the computer games modelling and animation degree.
- Give taster days to schools and colleges.
- Go out into schools and colleges and talk about the course.
- Organize events such a college Game Jam 2013, 48 hour game jams for current students.
- Work with colleges to help with portfolio work and applications for UCAS.
- Create marketing material to send out to schools and college.
- Give feedback on some of the work students in colleges and schools.

**Company Name:** University of Derby

**Dates:** September 2012 – May 2014

**Position held:** Associate lecturer Computer Games Modelling Animation

Outline of Responsibilities:

- Module leader for Introduction to 3D modelling.
- Deliver lectures and tutorials to level 4 students and level 5 students.
- Supervise Level 6 students with dissertations.
- Create tutorials making game play elements in UDK.
- Deliver lectures on 3D modelling principles for environment and prop artist game pipeline.
- Write material for lectures.
- Mark and assess course work.
- Organized the Games@Derby Expo to showcase student work.
- Mange the social media for the course.

**Company Name:** University of Derby

**Dates:** January 2012 – September 2012

**Position held:** Voluntary Teaching Assistant

Outline of Responsibilities:

- Speak to the first year students and give help with 3D modelling issues they may encounter on their project.
- Assist the lecturer in class with knowledge of Game engine (UDK) from shader creation and lighting to cut scene creation.
- Deliver tutorials to the class.
- Assist the main lecture from creating tutorial slides and marking work.