



MATT GOETZ

RPG DESIGN & 3D MODELING

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DIGITAL SKILLS

3DS MAX
MAYA
PHOTOSHOP
ILLUSTRATOR

TRADITIONAL SKILLS

TABLETOP RPG DESIGN
CONCEPT ART
CHARACTER DESIGN

EDUCATION

THE ART INSTITUTE OF SEATTLE 2009
ASSOCIATE DEGREE OF APPLIED ARTS
ANIMATION ART & DESIGN

EXPERIENCE

WIZARDS OF THE COAST 2009
WWW.WIZARDS.COM
FREELANCE GAME DESIGNER, DUNGEONS & DRAGONS 4TH EDITION SUPPLEMENT

CHARACTER TEAM INTERN, FLYING LAB SOFTWARE 2007-2008
WWW.BURNINGSEA.COM
NPC CREATION, ADJUSTING GEOMETRY AND UVs FOR IN-GAME
IMPLEMENTATION, MINOR BUG FIXING

CONCEPT ART INTERN, PRIMATE GAMES 2006
WWW.PRIMATEGAMES.COM
HELPED ASSEMBLE PITCH MATERIALS, CHARACTER ILLUSTRATION,
BACKGROUND DESIGN FOR UNRELEASED TITLE ROCK VALHALLA.

CHARACTER DESIGN, ENIGMA GAMES 2003
WWW.ENIGMA-GAMES.COM
CHARACTER DESIGN FOR UNRELEASED TITLE PANTHEON.