

MATTHEW KOBYLAREK

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5420 Botsford • Sterling Heights, MI 48310

Concept Art • Environments • Character Design • Prop Design • User Interface • Illustration

Concept artist and a quick-on-my-feet thinker who's always ready to learn everything I can and tackle any new challenges that come my way. Working with production teams to develop and visualize concepts, I handle anything from ideation sketches of characters or environments to fully-realized concept illustrations with a colorful flare and omnipresent imagination.

Qualifications:

Broad experience in all aspects of visual design. Direct experience with key moment visualization as well as character, prop and environment design for Xbox 360, PlayStation 3, Nintendo Wii and Apple iPhone games. Experienced in UI design and 2D icon and asset creation.

Industry Education:

College for Creative Studies *Detroit, MI*

- College for Creative Studies Scholarship, 2006
- B.F.A. Illustration, May 2010

Professional Experience:

Concept Factory • UX Designer

July 2011 – Present

- Created graphical assets and style guides for User Interface projects
- Worked with clients such as Ford and Chrysler on in-car GUI designs and animations
- Designed GUI and created 2D graphical assets for new line of touchscreen ovens for Sub-Zero and Wolf

Scientifically Proven Entertainment • Concept/2D Artist

October 2010 – Present

- Shipped *Man vs. Wild With Bear Grylls* for Xbox 360, PS3 and Wii
- Designed characters and created model sheets
- Designed props and weapons
- Designed environments
- Designed User Interfaces and HUD graphics
- Created promo art and key moment visualization for pitch docs and games in production
- Created cinematic and animation storyboards
- Created and animated 2D sprites

Sucker (Film) • Artist

March 2010

- Worked with director Michael Manasseri to design several movie posters and the DVD cover for the sci-fi film Sucker
- Designed and built the official Sucker movie website

Technical Skills:

- Proficient in Adobe Photoshop, Illustrator, InDesign, Corel Painter
- Working knowledge of Dreamweaver, Fireworks and Flash

Interests:

Collecting and playing vintage video games, Mega Man fanatic, candy enthusiast, avid Hall & Oates listener