Matthew Rom

MROM

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About

Matthew Rom is a highly technical artist who specializes in optimization through automation. Predominantly interested in locomotion, crowds, and tool building, Matt strives to push the boundaries of his craft by giving artists more control with less need for technical expertise. In short, he hopes to create tools that will free creativity and replace the need for him.

Skills

Technical:
C++, Python, VEX, QT, Maya API,
UE4 Blueprints, MEL, Substance API
Git, macOS, Windows

Software:
Maya, Houdini, Substance Painter,
Substance Designer, ZBrush,
Unreal Engine, Unity,
Nuke, VRay, Redshift,
Motion Builder,The Adobe Suite

Artistic:
Rigging, Skinning, Modeling,
Animation, Crowds, VFX
Texturing, Shading, Anatomy
Lighting, Rendering,
Compositing, 3D Printing

Education

Gnomon School Of Visual Effects 2018-2020
Certificate in Digital Production
GPA: 3.79

New York University 2013-2017
BFA Film and Television
GPA: 3.86, Magna Cum Laude

Work Experience

NCSoft:
Technical Artist 08/2021 - 05/2022
• Automated Facial Rigging
• Built Artist Facing UIs and Tools in Maya and Mobu
• Improved Animation Pipeline and UE4 integration

Cloud Imperium Games:
Technical Artist 09/2020 - 08/2021
• Developed, documented and refined artist facing tools
• Skinned, simmed, and runtime rigged character assets
• Researched texture publishing pipeline improvements

Freelance:
Rigger 2020
• Rigged stylized characters for keyed animation
• Synced Joint and Blendshape based rigs to
  Lens Studio's face tracking API

Alliance Studio & Elite Creature Collectibles:
Modeler, Digital Sculptor 2017
• Facilitated communications between
  the practical and digital departments.
• Created guides and resources for 3D printing.
• Prepped models and details for print.
• Produced proof of concepts for future projects.

Personal Projects

Autorig:
2020 - Present
• Modular rigging system designed around
  abstractions for animators
• Designed for accessibility and portability

Other Interests

Swarm behaviors, creature locomotion, neural networks, machine learning, procedural animation, physical prop fabrication