

# MATTHEW MURRAY

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## Objective

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Employment as a technical director/rigger at an animation or visual effects studio that fosters a challenging and creative work environment where problem solving and teamwork abounds and believes in the highest quality of work.

## Employment

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### **Grand Canyon University - Phoenix, AZ**

**Dec 2009 - Present**

#### *Lead Multimedia Designer*

Work with Curriculum Development to create media for online courses and instruction for students. Lead a team of five developers in designing user interfaces and rich media applications utilizing Adobe Flash for all final output for web upload. Create web applications using the FLEX framework. Train (up to 12) co-workers in industry design practices, Action Script 3.0, Python and MEL.

### **Collins College - Phoenix, AZ**

**Mar 2011 - Mar 2012**

#### *Adjunct Instructor*

Teach students in the following disciplines: Game programming in Flash utilizing Actionscript 3.0. Academic tutoring, counseling, and advisement.

### **iGOMogul.com - Phoenix, AZ**

**Jan. 2009 – July 2009**

#### *3D Modeler/Animator*

Conceptualize characters for iGOMogul.com client websites and blogs. Model and layout UV textures for created characters and props. Execute modern rigging techniques to pose and animate characters and create tools to increase pipeline efficiency.

## Skills

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### **Computer Software**

Maya, Photoshop, Flash, After Effects, Unity Game Engine.

### **Programming Languages**

as3, MEL script, Python, pyMel, C#, PyQt, XML, PHP, MySQL

### **Spoken Languages**

English and Korean.

## Education & Training

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### **Collins College, Tempe, AZ**

**Apr. 2006 – Feb. 2009**

Bachelor of Art Degree in Animation (G.P.A. 3.83)