

# MATTHEW NOLAN

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GAME ARTIST  
FRONT END APP DEVELOPER  
UX + UI DESIGNER  
CSS WEB SPECIALIST

## ABOUT ME

Young experienced professional with many years of Freelancing under his belt. A jack-of-all-trades skill-set and experience in: Low Polygon Game Art, Front End App Development, UX and UI Design, Web Creation and Business Management. Has a love for games, comics and art. With aspirations to become an Art Director or Lead in a creative fun team within Portland, OR

## WORK EXPERIENCE

visit LinkedIn to see more: [www.linkedin.com/pub/matthew-nolan/7/73a/28a](http://www.linkedin.com/pub/matthew-nolan/7/73a/28a)

### Art and Designer Lead - Graham Software Development August 2009 – August 2014

For the last 5 years I primarily worked full time for Graham Software Development as an Art Lead on all their projects and endeavors. I fulfilled a specialist Art and Design role, shifting skill focus on a monthly basis to suit the ever changing work. The job was fresh and exciting, one moment I could be building a game, the next a website or a specialized app UI. The team size varied from project to project, in some cases I would be delegating and organizing work to up to 3 other artists on a given project. In other cases, I've been put in charge of entire features and have additionally been consulted with regards to business ideas.

I can proudly say that since I started, almost every visual found in any of GSD's endeavors has either been made by me or had my input. Over the course of this job I've learned UX UI development, website and app development, multi-device CSS and HTML, very basic C++ and Torque Script. I've also been able to explore sprite animation, 3D particle effect systems, and project presentation creation and planning. It's been one of the most rewarding jobs I've had yet.

### Freelance Artist and Designer - GarageGames January 2012 – August 2014

As part of my work with Graham Software Development I was brought as a consultant and additional help for GarageGames during the transition of their acquisition.

I was used to help communicate project changes and shifts in design for GarageGame's projects at the time. Working with both companies, I re-designed a major game-making piece of software called 3 Step Studio including its basic UX plan, UI, 2D plans and concepts. I also developed 2D sprite art assets and created prospective company portfolio presentations for use in high impact meetings.

### Part Time Business Manager - Erika Moen Comics & Illustration, LLC February 2013 – Present

In my after hours I run the business side of my wife's online webcomic business. My responsibilities are incredibly varied as my core function is to handle as much of the uncreative workload as possible. This includes, but isn't limited to, creating complex Wordpress websites, dealing with secondary companies such as advertisers and fulfillment companies, creating web content, handling emails, building monetary affiliation programs, running Kickstarters, hiring and managing guest artists, and finally script editing. Since my initial involvement and Erika starting a new web-comic, we've managed to turn the business from stagnation into a highly successful and profitable one.

### Freelance Artist and Designer - Multiple Clients July 2008 – July 2014

My freelance career has involved working on hundreds of different jobs for all sorts of people. This highly varied work has involved learning several new programs and skill sets to match clients' needs. This also has helped me to develop a high standard of business acumen. Things I've done as a freelancer and have experience in; Illustration, Iconography, Wordpress website development, 3D Sketchup models for comic artists, Photo manipulation, Low-poly and basic hard surface modeling for games, UI design, Comic editorial work, Advertising management and creation.

### Game Artist on Canceled title - Ngmoco July 2011 – September 2011

I was hired to produce clothing for a now cancelled high-end iPhone game. I produced 30+ items of animation friendly 3D clothing in a cartoony and illustrative style. Working with Ngmoco in a more direct manner, it was very rewarding to be a contributing part of a larger pipeline.

### Illustrator for TouchPets Dog - Stumptown Game Machine June 2009 – January 2010

Stumptown Game Machine commissioned me to produce backdrops for this high profile iPhone game. It had been my job to design and create 2D environments for successfully completed missions that the pet dogs might undertake in this Petz-style game. Published by Ngmoco, the game continues to make millions in the way of micro payments. This is my highest profile iPhone game that I've been a part of.

## SKILLS & EXPERTISE

User-centered Design, User Interface Design, CSS, HTML, Web Design, WordPress, jQuery Mobile, Iconography, Game Design, Game Development, Illustration, Zbrush, 3D Studio Max, 3D Modeling (speciality in low polygon for games), Texturing, Photoshop

## REFERENCES

additional references upon request

Justin Head - Partner at Graham Software Development  
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Erik Graham - Partner at Graham Software Development  
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Kyle Miller - Producer at GarageGames  
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