

Paul W Mattson

FX Artist and Technical Art Lead

14191 Tumbleweed Way, Draper, UT 84020 • 801.201.7208 • paul_jen@hotmail.com

Skill Set

Sims FX Scripting	Maya, Mel	PS3, X360
Character development	Photoshop	Mobile Development
World builder	Flash, Action Script	Unity Pro 3-4, PHP, C#,
Modeling	Adobe Illustrator	and various scripting
Texturing	Adobe Video Editing	tools within EA.
Lighting	Software	

Work Experience

Electronic Arts (October 2001 - January 2014)

EA Maxis Studios - Sims FX, Technical Art Lead

2014 PC, Great Outdoors, FX, Technical Art Lead
2013 Sims Mobile, Technical Art Lead
2013 PC, Into the Future, FX, Technical Art Lead
2012 PC, University, FX, Technical Art
2011 PC, Super Natural, FX, Technical Art
2010 PC, ShowTime, FX, Technical Art Lead

Electronic Arts – Technical Artist

Monopoly, Electronic Arts, Hasbro
2009 Wii, Technical Artist

Nerf NStrike Elite, Electronic Arts, Hasbro
2008 Wii, Technical Artist

Nerf NStrike Elite, Electronic Arts, Hasbro
2007 Wii, Technical Artist

Tonka, Electronic Arts, Hasbro
2007-08 Wii Exploration Prototype, Technical Artist

SPORE, Maxis Studios
2007 Wii Exploration Prototype, Technical Artist

Godfather BlackHand Edition
2006 Wii, Technical Artist

Headgate Studios – Tiger Woods Golf

2005 PC, PS3, X360 Character Artist, Course Life System, Course Pipeline
2004 PC, Xbox Gen1 Character Artist, Course Life System
2003 PC, Xbox Gen1 Character Artist
2002 PC Character Artist, World Builder
2001 PC Character Artist, Content Pipeline

Education University of Utah
2001 - 2007 BFA Painting and Drawing

Experiences Instrumental in bringing many game engines to Salt Lake City (i.e. Renderware, Spore, the Harry Potter Engine, and the Sims Engine.) Regularly worked with outsourcing teams and cross-platform development. Created the Nerf Wii Peripheral Blaster. Work continually on side video game projects at home and with others. Received numerous internal awards and recognition for contributions and outstanding performance on many difficult projects. Easily adaptable to new challenges and development processes. Work well with others.