Matthew Rasey

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MR

Education

University of Connecticut
Bachelor of Arts in Digital Media & Design
Cumulative GPA: 3.87 – *magna cum laude*
Graduation: May 2018

Daniel Hand High School, Madison, CT
2010-2014
Overall GPA: 3.92

Work Experience

NBC Sports   **December 2018-Present**

Animator - Stamford, CT

- Responsible for creation of 2D/3D animations and delivery of graphics for on-air programming with The NBC Sports Group including network graphics, show packages, event insert graphics, and titles.
- Main focus from 2018-2021 on NBC's coverage of the National Hockey League, specifically NHL Live, Wednesday Night Hockey, and the Stanley Cup Playoffs. Included coverage of major NBC broadcasts such as the All-Star Game/Skills Competition, Winter Classic, Stadium Series games, and Hockey Day in America. Brought on to cover existing package then aided in the 2019 redesign.
- Moved over to the Sunday Night Football team starting at the 2021-2022 NFL season where work was done on player bumps, interstitials, end tags, monitor loops, title cards, stingers, scoreboards, bio pics, player intros, and other miscellaneous graphics needed on a weekly basis. Throughout the 2021-2022 season, supported the Super Bowl 56 package with work on the telestrator, interstitials, and versioning of 3D logos for the team's projects.
- Support work for other properties include the Premier League, USFL, horse racing, Tour de France, and Rotoworld.

5x5 Tech   **August 2018-Present**

Senior Project Engineer, Remote

- Perform aerial triangulation on remotely sensed imagery datasets as part of a photogrammetric team using proprietary internal and industry standard photogrammetric software (Bentley Context Capture).
- Assist with the production of photogrammetric models and digital mapping products in a timely and cost effective manner.

High 5 Games   **May 2018-August 2018**

2D/3D Artist - New York City, New York

- Designed high-pay winning symbols and animations for social, mobile, and land-based slot machine games within Cinema 4D, Maya, and After Effects for a senior creative team.

- Solely responsible for directing the ideation and creation of all in-game graphics and animations for an experimental mobile slot game produced in Unity, along with producing the marketing material for the game to be displayed on social platforms.

The Bushnell Performing Arts Center   **March 2017-February 2018**

3D Artist - Hartford, CT

- Conceptualized and animated 3D assets within theater model to establish portability of projectors and the application of an immersive technology to improve live performances.
- Modeled interior theater space resembling The Bushnell Center in Hartford, Connecticut for use in a video to promote and communicate the implementation of digital projections to a live audience.

The Beamer, LLC   **May 2016-May 2017**

3D Modeler - East Hartford, CT

- Guided the production of 3D models, characters, and textures within Cinema 4D for use in a Unity game environment.
- Devised and implemented a responsive pipeline to get 3D modeled, lip-synced avatars to verbally respond to user inputs within the Unity application.
- Produced scientifically accurate space-related animations with particle systems within Cinema 4D and Unity.

Skills

- Cinema 4D
- Maya
- 3ds Max
- 3D-Coat
- SolidWorks
- Substance Painter
- Unity (Working Knowledge)
- Adobe Creative Cloud
- Microsoft Office
- HTML & CSS, Matlab

Activities & Awards

- Digital Media & Design Dean's Scholarship (2017-2018)
- Dean's List Fine Arts (Spring 2015-Spring 2018)
- New England Scholar (2015, 2016, 2017)
- UConn Student Television Advertising Department (2017-2018)
- Computer Graphics Club (2017-2018)
- Captain of UConn Intramural Soccer Team (2015-2018)
- Captain of UConn Intramural Frisbee Team (2015-2017)
- Husky Haulers Volunteer (2015, 2016)
- UConn Digital Media Club (2015)
- UConn 3D Printing Club (2014-2015)