

MATTHEW JAMES ALDRIDGE

DIGITAL SCULPTOR

www.matthewjamesaldridge.co.uk
email@matthewjamesaldridge.co.uk

SOFTWARE

3ds Max	Fusion
Z Brush	Premiere Pro
Photoshop	Unfold 3D
Mudbox	Topogun
Softimage	Arnold Render

JOB HISTORY

Jellyfish Studios, London Sept 2010 - April 2011

LIGHTING INTERN:

Responsible for setting up shots for final lighting and rendering, including creating and populating passes, tweaking light rigs, and other miscellaneous tasks

EDUCATION AND ACHIEVEMENTS

University of Hertfordshire

BA(Hons) Games Art 1st Class Honours

[Third year film "Pollex" won the Grand Prix at the 2010 Animation Expose](#)

South East Essex College

Foundation Diploma in Art and Design

Southend High School for Boys

A levels: Computing, Psychology, English AAA

(AS level in Art: A)

GCSE's: 11 A*-Bs

SKILLS

- Very strong traditional art skills
- Quick at picking up new software and pipelines
- Able to work from life, imagination, and everything in between
- Enthusiastic and hard working
- Good team player
- Good written and oral communication skills