

# Matt Coutras

18648 Community Street  
Northridge, CA 91324  
703.881.6566

Email: [mattcoutras@gmail.com](mailto:mattcoutras@gmail.com)

Portfolio: [www.screamingcricket.com](http://www.screamingcricket.com)

LinkedIn Profile: [www.linkedin.com/in/mattcoutras](http://www.linkedin.com/in/mattcoutras)

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Highly-driven and successful Senior Designer with over 10 years of demonstrated experience in the video game industry. Shipped three AAA titles as a video game developer, and looking to continue to build a long-term career in the video game industry. Intensely creative, quality-focused, and results-oriented.

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## Education

### **Bachelor of Science Degree in Media Arts and Animation**

Art Institute of Pittsburgh, Pittsburgh, Pennsylvania

**June 2004**

GPA: 3.6, Honors Award

### **Frostburg State University**

Accumulated 75 Credits Majoring in Graphic Design

1999 - 2001

## Computer Skills

Radiant Level Editor

Discreet 3D Studio Max 2015

Adobe Photoshop

PS4 Development Kit

Genesis World Editor

Structure Propulator

DevTrack

Atlassian JIRA

HTML / WIKI Editing

## Professional Experience

### **Level Designer**

Treyarch: <http://www.treyarch.com>

Call of Duty®: Black Ops 3: [www.callofduty.com/blackops3](http://www.callofduty.com/blackops3)

January 2015 – Present



- Shipped AAA-title Call of Duty: Black Ops 3, the first title for next-gen hardware in the critically acclaimed *Black Ops* series, released on November 6, 2015.
- Primarily responsible for designing and building multiple levels created for the Campaign/Co-Op in Black Ops III and Zombies Downloadable Content (DLC).
- Work extensively with the Radiant Level Editor referencing imagery and concept art to create immersive and realistic 3D worlds.
  - Level builder for the first level that the player experiences; which required extreme attention to detail, pushing the limits of the PS4 hardware.
  - Contributed detailed propping to nearly every campaign level in the game.
  - Designed and built locations in the 3D gamespace that were given to the motion capture team and actors to be used for in-game cinematics.
- Using real world reference images, designed and built a number of buildings and environments based on actual locations from around the world.
  - Research subject matter related to the history and look of locations portrayed in a level. Detail and polish geometry based on photo reference and concept art.
  - Extensive terrain modeling in multiple levels of the game including texturing terrain surfaces and propping the terrain environment.
  - Drive the design of areas in the levels from paper design to shipping the product.
- Worked extensively to help design and build the Zombies multiplayer level "Der Eisendrache" for the "Awakenings" DLC that was released on February 2, 2016 for the PS4.
- Collaborate with the design leadership, artists, animators, engineers and other level designers to deliver environments that embody the creative vision of the game that are not only incredibly fun to play, but look great and run well.

## Senior World Artist

Carbine Studios: [www.carbinestudios.com](http://www.carbinestudios.com)

WildStar: [www.wildstaronline.com](http://www.wildstaronline.com)

June 2010 – October 2014 (4 years 5 months)



- Shipped WildStar, a new AAA Sci-Fi/Fantasy MMO released in June 2014.
- Created, painted, propped and sculpted terrain using height maps on many of the world zones.
- Provided art direction, feedback, and helped with art issues in order to keep operations running.
- Managed the major proprietary art tools used on the project (Genesis, Propulator) and worked closely with the Tools Engineers responsible for building the tools to craft software that was artist friendly and intuitive to use.
- Worked with the Tools Engineers to schedule important tasks and bug fixes for the tools in upcoming milestones. It was a massive responsibility of ensuring smooth and efficient work flow as well as the reliability of the tools.
  - Constant management of bugs and features, as well as testing new features, was necessary to ensure the continued working functionality of the proprietary art tools; if this wasn't done, it would have directly effected the work production of the entire company.
- Trained others on the proprietary art tools, created documentation and gave presentations on how to use the tools, and served as the go to person for questions, discussing features, issues and bugs.
- Assisted the Lead World Artist with scheduling and served as acting Lead when needed.

## Senior World Artist

Bioware Mythic: [www.mythicentertainment.com](http://www.mythicentertainment.com)

Warhammer Online: Age of Reckoning: [www.warhammeronline.com](http://www.warhammeronline.com)

February 2007 – May 2010 (3 years 4 months)



- Shipped Warhammer Online in October 2008. AAA game that brought Games Workshop's iconic IP to a massive multiplayer online world. It won 29 awards, including 11 awards for "Best MMO of 2008."
- Responsible for directing and overseeing a small team of World Artists working on building the zones for the Empire/Chaos factions in the game.
- Responsibilities included game play and level design, zone creation, 3d modeling and texturing, team and project management.
- Managed the proprietary world art tool used on the project and worked closely with the Tools Engineer responsible for building the software.

## 3D Prop Artist

Tripwire Interactive, LLC: [www.tripwireinteractive.com](http://www.tripwireinteractive.com)

Red Orchestra: Ostfront 41-45: [www.redorchestrage.com](http://www.redorchestrage.com)

January 2005 – March 2006 (1 year 3 months)



- WW2 multiplayer first person shooter featuring German and Russian sides.
- Modeled and textured 3D assets that were placed in the game levels.

## Game Mod 3D Modeler and Map Builder

Modification for Command and Conquer: Generals Zero Hour

Vietnam | Glory Obscured: [www.screamingcricket.com/vietnam](http://www.screamingcricket.com/vietnam)

September 2004 - December 2011 (7 years 4 months)



- Led and worked with a team of 12 other people from across the world on a Vietnam themed total conversion for CnC:GZH in my free time
- Designed and created maps as well as modeled, textured, animated, and rigged low poly buildings and units for the USA and North Vietnamese factions.
- Created and maintain mod's website, as well as create various 2D Graphics and UI for the mod.
- Average score on Mod Database for Vietnam | Glory Obscured is 9.2 out of 10.
- Ranked in the Mod Database Top 100 in their Mod of the Year awards for 3 consecutive years from 2009 - 2011.