

Matthew Baldini

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Education

BS in Game Development and Design, Purdue University Expected 2024
Minor: Computer and Information Technology, Purdue University Expected 2024
CGPA: 3.84

Relevant Coursework

- Game Design I-IV
 - Geometric Modeling for Communication
 - Digital Lighting and Rendering
 - Fundamentals of Computer Imaging
 - Foundations of Computer Animation
 - Intro to OOP Java Programming
 - Intro to HTML Web Programming
 - UX Design Studio I
 - General Physics
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Technical Skills: Autodesk Maya, Substance Painter, Unreal Engine, Inkscape, MS Office

Awards

- Dean's List of Semester Honors 2020 - 2022
 - Alpha Lambda Delta Phi Eta Sigma National Honors Society 2020 - 2022
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Projects/Experience

Tavern King: Environment Designer/Artist Feb - April 2022

- Collaborated with a group of students to create a card-based video game.
- Responsible for creating the medieval tavern environment concept, layout, whiteboxing in Unreal Engine 4
- Created 3D environment assets used in the game, all while working within restrictive deadlines to meet production pipeline demands.

All for Naut: Solo level developer Nov - Dec 2022

- Concepted, designed, whiteboxed, scripted, and kitbashed a FPS level for a fictional game concept in Unreal Engine 5
 - Utilized and added to a provided FPS template to create/control conditioned enemy spawning, objectives, and HUD management
 - Create moment-to-moment gameplay interactions for player
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Activities/Clubs

iDTech Online Instructor

Mar 2023 - Present

- Planned and executed customized lesson plans pertaining to each client in 1-on-1 hour-long lessons (Unreal Engine 4 & 5, 3D Modeling in Maya, Minecraft Game Design)
- Personalized lesson plans based on clients topic interests & requests
- Communicated and coordinated scheduling conflicts with clients in a professional and timely manner on a case-by-case basis

Project Education (3D Artist)

Feb 2023 - Present

- Worked with group of students/non-students to create educational minigames for elementary students
- Worked closely with designers to create 3D assets for minigames in Unreal Engine 5