

MATT ELSER

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3060 Broadway St. | Redwood City, CA 94062

SPECIALTIES

Rendering administration & technical work in digital art

RELEVANT SKILLS

Digital

- Languages: C++, Python, ActionScript 3.0, MEL, RSL
- Programs: Maya, Illustrator, Photoshop, After Effects, Blender, The Gimp

Traditional

- Technical Theatre - Set construction, lighting, & design.
- Wood & Metal Shop - Basic welding, lathing, & carpentry.

EXPERIENCE

PDI/Dreamworks - Technical Resource Administrator Oct. 2012 - Present

- Render Wrangling and maintaining the health of the render farm.
- Trouble-shooting and escalating studio-wide issues.

Engine Room Edit, Boston MA - Intern Jan. 2012 - May 2012

- Assisting staff and visiting clients as needed.

Eastern Mountain Sports, Cambridge, MA - Footwear Department Manager Sept. 2011 - July 2012

- Provide information and assistance to customers regarding shoes and boots.

Renewal House, Canton, NY - Trained Volunteer Jan. 2011 - May 2011

- On-call five days per month to provide emotional support and safe escort for victims of domestic violence and sexual assault.

EDUCATION

Clarkson University - Potsdam, NY August 2007 - May 2011

B.S. Digital Arts & Sciences, Honors Program Degree, Minor in Mathematics

- GPA 3.6/4.0
- Dean's List six semesters
- Arts & Sciences Award 2010 for interdisciplinary work & excellence in communication

Gnomon School of Visual Effects - Online Courses April 2010 - Sept. 2010

- Polygon Modeling 1 with Kevin Hudson
- Lighting & Rendering 1 with Jeremy Engleman
- Texture Mapping 1 with Eric Miller

The CG Society - Online Courses Sept. 2010 - April 2012

- Creating Maya Plugins with Karl Stiefvater
- Writing Shaders for Renderman & Mental Ray with Karl Stiefvater