

# Matthew Greenaway

3D Modeling Professional

**Born, Nationality** 24/05/1981, British  
**Home Address** Flat 15, The Silk Mills, Congleton, CW121FR, UK

**Contact** +44 7799 767 523  
**Portfolio** <http://mg3dpro.com>

## Personal Statement

I'm a creative individual whose goal in life is always to achieve more and learn more. I've consistently shown myself to be a team player wherever I have worked and have always brought skills that can further both the company goals and my own position in the industry learning new programs and showing initiative quickly and efficiently. I feel I am now ready to push myself and further my career to a greater level than I ever have before. I want to focus with the same attitude and work ethic I have always had whilst striving for a new challenge and greater understanding of the industry.

## Employment History

### CIC Photographic LTD, Burslem, UK. July 2010 - Present.

**Position** 3D Designer & Modeler

**Specialization** Product modeling, Interior Design, Texturing, Lighting, Model Conversion

**Key Duties** Main duties include modeling of electronic white goods including kettles, toasters and designing room sets, model props and accessories along with lighting and texturing. I consistently have to work to mm accuracy as this is required for this particular industry.

**Acquired Skills** I learned Cinema 4D and Marvelous Designer2 (for Cloth items), as this is CIC's software choice and doing so have acquired a greater level of understanding of modeling, lighting and texturing.

**Software** Cinema4D R14, 3DSMax 2013, Rhino 3D, Moi 3D, ArtiCad, Marvelous Designer2, Adobe CS5.

### Amego World, Macclesfield, UK. May 2007 - May 2010.

**Position** 3D Modeler & Animator

**Specialization** General Modelling, Character Modeling, Facial rigging, Texturing, lighting and UI creation.

**Nature of work** Startup company using low poly faces and characters for use within an instant messaging system, responsible for creating animation of all characters and their faces in 3D with some additional work on the UI and website.

**Acquired Skills** Rigging, Character Animation, Low-poly Character Modeling.

### Advanced Illustrations, Congleton, UK. Feb. 2001 - Sept. 2006.

**Position** 3D Modeler/ Illustrator

**Specialization** 3D Modeling, Technical Animation, Illustration, Lighting, Texturing.

**Nature of work** Technical models of various mechanical products rendered to a photo realistic state. Technical animations to show working concepts to engineers. Technical Modeling for DIY Manuals, all whilst teaching myself 3D.

**Self-Taught Skills** Taught myself Rhino 3D, 3D Studio Max and was able to acquire modeling, lighting, texturing and animation skills which brought the company forward into a new area, where previously they were behind.

## Education

1997 - 1999 Mid Cheshire College; **National Diploma, Design (Technical Illustration).**

## Interests

I'm a very sporty individual who attends the gym 3 - 4 times a week, a great lover of film and TV. I also have a passion for the creative side of life and often spend a lot of time seeing what different artists from the 3D and 2D industry are doing along with my love of the more techy side of life including the latest phones and latest technology on the market.

## References

Peter Robinson (3D Modeler) +44 7967 715 682  
Scott Phillips (Product Manager) +44 7515 686 177

[Peter@MarshalStudios.com](mailto:Peter@MarshalStudios.com)  
[Scott@InspiredLabs.co.uk](mailto:Scott@InspiredLabs.co.uk)