



MATTHEW JACKOWSKI

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SKILLS

- Project troubleshooting • Project management & scheduling of creative teams (5 - 35)
- Team leadership • Game design & documentation • Game systems & mechanics
- Gameplay tuning & balance • Certified Scrum Master • Web Design • Graphic Design

EXPERIENCE

Freelance Contractor

10/00 – Present

Web / Graphic Designer

- Website developer for over 10 years focusing on usability and ease of use.
- Designing user interfaces, layouts, logos, letterheads and other various art/media projects.
- Installing cpanel/plesk applications and customization of WordPress software.

Neversoft Entertainment, Woodland Hills, CA

11/07 – 4/10

Producer | Guitar Hero 5, Band Hero, Guitar Hero: Warriors of Rock

- Produced two AAA next-gen titles running simultaneously from conception to ship in a year.
- Managed animation department for all Neversoft projects.
- Supervised animation, cinematic and motion capture teams and provided work direction, performance reviews, and coaching to the teams.
- Helped create and manage department schedule and insured proper workflow through the department.
- Hired and coordinated all incoming talent and artists for motion capture shoots.
- Partnered with the Animation Director to manage career paths of the animation team.
- Supervised Associate Producer's handling localization for all Guitar Hero SKU's.

Associate Producer | Guitar Hero: Aerosmith, Guitar Hero World Tour, Guitar Hero: Metallica

- Produced three #1 selling AAA titles in a calendar year.
- Managed individuals and production of the animation department for Guitar Hero projects.
- Created animation department schedules and setup project milestones for multiple projects.
- Coordinated and oversaw both off-site and on-site localization teams for Guitar Hero SKU's.
- Triage bugs and new feature requests from QA, localization, and dev teams
- Created and presented weekly progress reports for team leads, executives, and 3rd party developers.

Perpetual Entertainment, San Francisco, CA

4/05 – 9/07

Assistant Producer | Gods and Heroes: Rome Rising

- Maintained all documentation pertaining to the animation and character art teams.
- Assisted the Producer with team management, monitored progress, and maintained daily schedules and tasks.
- Contributed with creating marketing materials and promotional videos.
- Managed outsourcing contracts and bids for character creation.
- Animated human characters ranging from visceral combat to subtle gesturing.
- Processed, setup and implemented assets into the Renderware game engine.

Palma VFX, San Francisco, CA

7/04 - 10/04

Character Animator | Lord of the Rings: The Third Age, Urbz: Sims in the City

- Simulated cloth and hair animation rig setups in Maya, and animated biped figures.
- Cleaned up motion capture for cinematic scenes on *Lord of the Rings: The Third Age*.
- Setup and Animated cameras on the ending cinematic of *Urbz: Sims in the City*.
- Helped implement the entire network with Smedge and Muster for Mental Ray rendering.

EDUCATION

B.S., Media Arts and Animation, The Art Institute of California - San Francisco, CA, 2004.