**Matthew Mudgett**

Boxford, MA 01921 · 617-372-6110

[hiremattmudgett@gmail.com](mailto:hiremattmudgett@gmail.com) · [www.matthewmudgett.com](http://www.matthewmudgett.com)

**Digital Artist & UI/UX Designer**

**PERFORMANCE SUMMARY**

Adaptable digital artist with a flair for translating a clients’ messages through digital adoption utilizing a variety of industry tools and methods. Collaborative and independent contributor with innovative approach to solving problems.

**CORE COMPETENCIES**

Communication • Project Management • Critical Writing • Graphic Design • SEO Analytics • 2D Art & Animation • 3D Modeling & Animation • Pixel Art & Animation • User Interface • Adobe Creative Suite • Microsoft Office • 3D Studio Max • Maya • Unity • Team Based Development • Freelance Work

**EDUCATION**

**M.A. IN INTERACTIVE MEDIA, QUINNIPIAC UNIVERSITY, HAMDEN, CT** May 2019

**B.S. IN GAME DESIGN AND DEVELOPMENT, QUINNIPIAC UNIVERSITY, HAMDEN, CT** May 2018

**EXPERIENCE**

**DIGITAL DESIGNER, MINDSET GO** January 2020 - Present

-Work alongside company’s founder to develop a cohesive design layout across all media platforms.

-Responsible for designing unique icons for both digital and print media.

-Manage work remotely as well as on site in a team-based environment.

**CUSTOMER EXPERIENCE SPECIALIST, TOPSFIELD BAKESHOP** October 2018 - Present

-Delivers exceptional customer service in an efficient manner achieving a high level of satisfaction and retention.

-Ability to multitask and fill positions when required.

-Adaptable to work in both a team and independent role with attention to detail.

**MANAGER & TEAM LEADER, FOOTE BROTHERS** June 2015 – October 2018

-Managed staff of up to fifteen people including training and conducted the on-boarding for all new hires.

-Controlled the recording of daily finances and documenting work hours for employees.

-Delivered effective solutions to customers problems and inquiries.

**CONCEPT ARTIST, SOLUTIONZ GAMES** June 2018 - July 2018

-Developed concept art based on ideas and needs of the client by delivering on time and budget.

-Managed project schedules by creating an effective communication plan.

-Created traditional pencil and paper rough sketches and storyboards during the development stage.

**PROJECTS**

**PAX EAST GAMING PROJECT**

-Successfully constructed responsive front-end user interface through multiple user testing sessions.

-Developed both digital and print marketing designs for the game’s presentation.

-Facilitated discussions between users and designers ensuring a deep understanding of gameplay.