MATT REKUC

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SUMMARY OF QUALIFICATIONS

Creative Technologist with over 10 years of experience.

- Efficiently create all assets & program different experiences.
- Skilled with microcontrollers & sensors for custom integrated input devices.
- Proven skills in multiple 3D and game engine editors.
- Extensive knowledge of most new technology SDK's in virtual, augmented & mixed realities.
- Proven results in effectively conveying information & meeting tight deadlines.

EXPERIENCE

Mindfield   2016 to Present
Creative Technologist
- Technology support for directors & producers for creating high level interactive experiences for a variety of live events.
- Create entertaining custom augmented reality and virtual reality experiences using a variety of SDK's and platforms.
- Conceptualize & create custom interactive experiences using all types of technology.
- Create custom input devices using microcontrollers & sensors for communicating with interactive applications.
- Keep up to date on the latest technology trends for creating the next new & exciting engagements.

College for Creative Studies   2014 to 2015
Part Time 3D Instructor - Lighting and Rendering
- Teach students the fundamentals of lighting & rendering in Maya with different renderers.
- Utilizing control techniques & tools for realistic renders.
- Giving students a strong foundation in the various types of shaders, materials & texturing for different renderers.

Raytheon Professional Services   2006 to 2015
Senior 3D Artist/Unity Developer
- Create 3D graphics & animations for different clients for use in web based training courses & marketing material.
- Create high level games and simulations for clients in order to effectively train personnel to perform tasks more efficiently in high consequence situations.
- Work with new technologies to expand the company with new & innovative ideas to train more effectively.

Cavalier Telephone Company   2004 to 2006
Networking and Email Support
- Responsible for resolving scripting conflicts and providing repair to POTS, BRI/PRI, DSL, ADSL, HDSL2, HDSL4, T1 and T3's.
- Focal point for troubleshooting and system conflict resolution, also responsible for delegating initiatives to the appropriate personnel, as well as providing technical guidance.

COMPUTER SKILLS	Maya, VRay, Arnold, Unity3D, Unreal, PiXYZ, Adobe CC Suite
	Oculus Rift/Vive, ARCore, ARKit, Vuforia, Leap Motion, Arduino/Microcontrollers
	JavaScript, C#, ThreeJS, SQL, PHP, Networking
	Windows, OSX, Android, iOS
ACTIVITIES AND INTERESTS	3D rendering & animation, new technology, mobile development, game development, application development
DEGREES	Allen Park High School Class of 1998 - Diploma
	College for Creative Studies Class of 2003- Bachelors Degree in 3D Animation & Digital Media