Experience:

2010-2017
International Game Technology, Lead Artist, Artist IV
Project lead and art team management on several games. Worked in every stage of the development of megajackpot and multi-level progresive slot games and game concepts. Created system of oranizing assets with naming convention. Produced game art and animations for multiple screens, signs and cabinets.

2009-2010
Caesars Entertainment, Studio One, Graphic Designer
During the time when it was known as Harrah's Entertainment, designed ads, collateral and various printed work for the many casinos owned by Harrah's across the United States and beyond.

2003-2009
B&P Advertising, Media & Public Relations, Art Director
Designed and directed award-winning ads, direct mail, signage, outdoor, broadcast, photography and all promotions for a variety of clients, mostly Las Vegas casinos The Bellagio, The Mirage and the Treasure Island.

2003
Origin Brand Identity & Design, Art Director
Designed all print materials, including identity, promotions, and advertising. Managed and coordinated all print production and managed several clients.

2001-2002
Merica Agency, Production Artist
Prepared all files to print. Managed and archived all files. Worked in all aspects of production, including retouching.

1998-2001
Kentucky Horse Park, Artist Senior
Head of Design for the Kentucky Horse Park's *Imperial China* exhibition, which earned several awards, including the KY Tourism Industry's Traverse Awards Best of Show and five First Place awards, and an ADDY award for Advertising for the Arts. Also designed all promotional materials, exhibit space, shows, park graphics, identity and ads for the park, including extensive work in the museum.

1997-1998
Brannon & Baker Publishing, Production Coordinator
Managed every aspect of producing all the company's books including design of interior and covers, organizing photo shoots, hiring illustrators, and organizing printing.

Teaching Experience:

2015-2017
UNLV, Part Time Instructor
Taught the 300-level Typography and Letterforms course every semester as part of the new Graphic Design & Media program until they could hire enough full time faculty to cover their classes.

1997-1999
Spencerian College, Visiting Professor
Taught several design classes each semester, including classes on Photoshop, Advanced Design and Color Theory.

1995-1997
University of Kentucky, Assistant Professor
Head of the Graphic Design department. Taught all core design classes each semester. Helped to create course curricula and program requirements.

Contact:

702.612.1878
mat@thematplanet.com

Education:

Indiana University, Bloomington, IN
MFA in Graphic Design

American University, Washington, DC
BA in Design

Skill set:

Adobe Illustrator, Photoshop & InDesign
After Effects • Unity3D • Flash
Typography & Custom Lettering
Particle Illusion • Visual Effects
Game Design & Game Development
Art Direction & Creative Direction

Freelance Work:

ongoing
Typeface development. I have several fonts commercially available from Agfa's Creative Alliance on fonts.com.

ongoing
Graphic design, game design & art, and custom typography as president of The Mat Planet LLC design company

Client sample
GameTech - game design and development
Pitboss - graphic design, game design
Blue Suede - graphic design
UpAllDay - graphic design
Q Advertising - graphic design
CJ Advertising - graphic design, tutoring
Hockensmith Photo - tutoring, retouching
ACE Magazine - graphic design, interactive design

misc.
Guest speaker at Art Institute and at UNLV including for Writing for Advertising class during 2012-2104.