

# The Mat Planet

702.612.1878

THEMATPLANET.COM

## Experience:

*2017 - present*

### **Wild Streak Gaming, Art Director**

All art team management for all games. Lead several art teams remotely and oversee all concepting and creation of art and animation. Direction and oversight of all production, working with several different clients and many different engineer teams with different capabilities on different platforms.

*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 progressive slot games and game concepts. Created system of organizing 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.

## 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 2012-2014.