

Matthew Broking

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(323) 376-1633

broking.cargocollective.com

Mediums

Interactive

- Video Game Development
- Installation Artworks
- Web Development
- Electronics

Design

- Game
- Graphic
- UI/UX
- Product

Digital

- Photo
- Video

Physical

- Print
- Drawing
- Woodworking
- Sculpting

* Uses Mac and PC

Technical Skills

Adobe/ Image/Video

- Photoshop
- Illustrator
- InDesign
- Premiere
- After Effects
- Acrobat

Modeling and Texturing

- Autodesk Maya
- Substance Painter

Video game engines

- Unity
- Unreal 4

Programming

- HTML, CSS, JAVASCRIPT
- C#
- Arduino (C,C++)
- Processing
- p5.js

Electronics

- Arduino
(Sensors, buttons,
switches, motors)
- Raspberry pi

Parametric Modeling

- Solidworks

3D Printing

- Stratasys
- 3D systems
- Makerbot
- Airwolf
- NewMatter Mod-T

Laser cutting

- Universal Laser

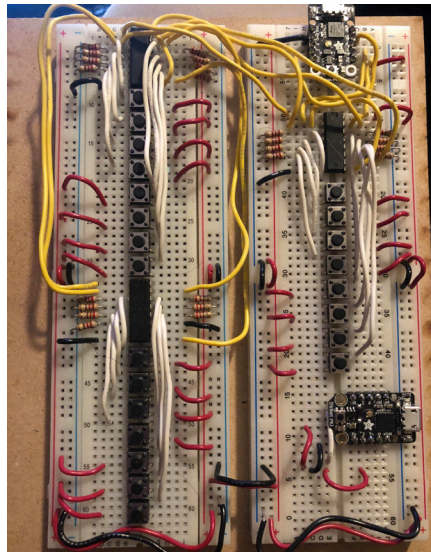
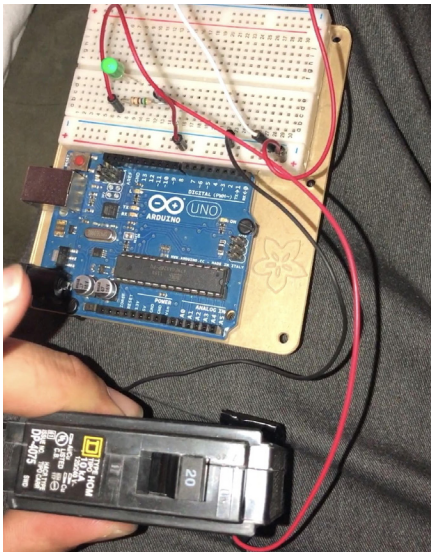
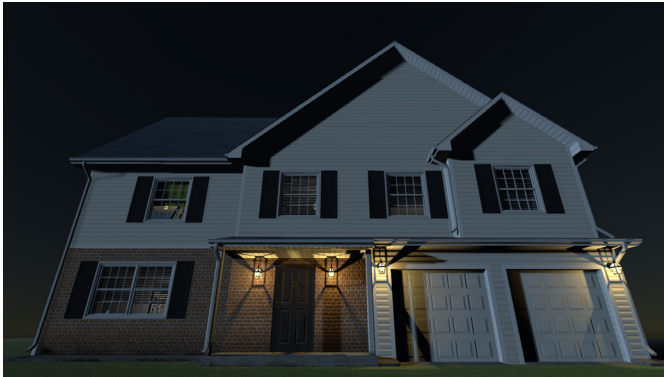
Windows Office

- Word
- Excel
- Powerpoint

Circuit Breaker

Arcade Style | 2 player Co-op | VR video game

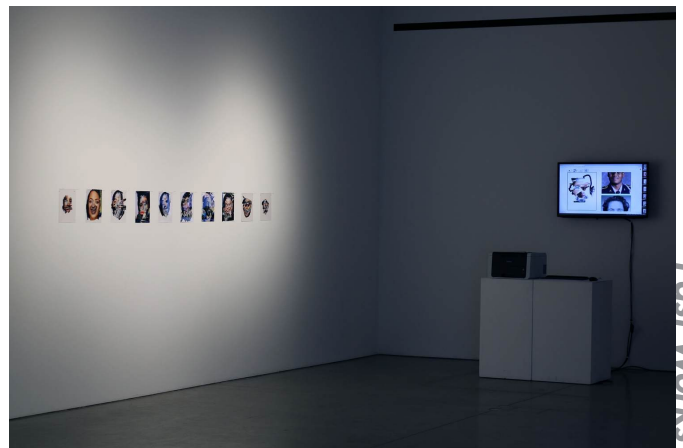
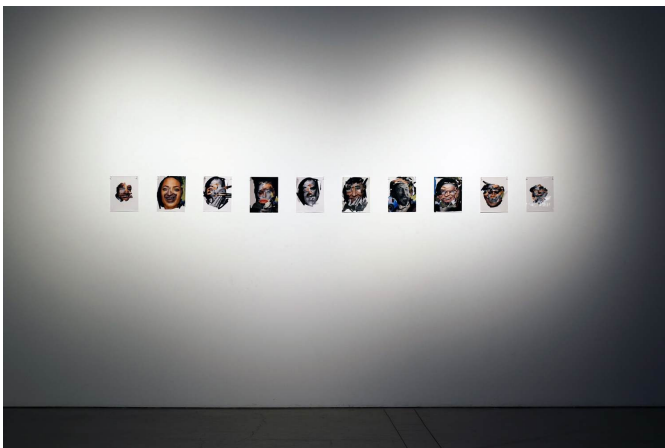
Players' ultimate goal is to retrieve an item that has been taken from them while simultaneously scavenging the compound for other valuable items. One player uses an HTC Vive while the other operates a Circuit breaker panel that controls lights and objects within the compound.



Picasso 2

Digital Collage Tool | Web Application

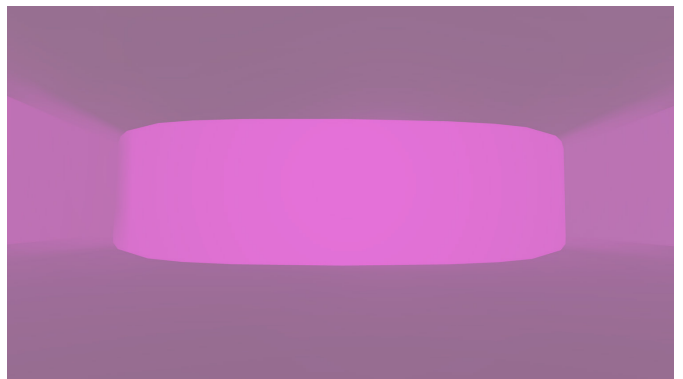
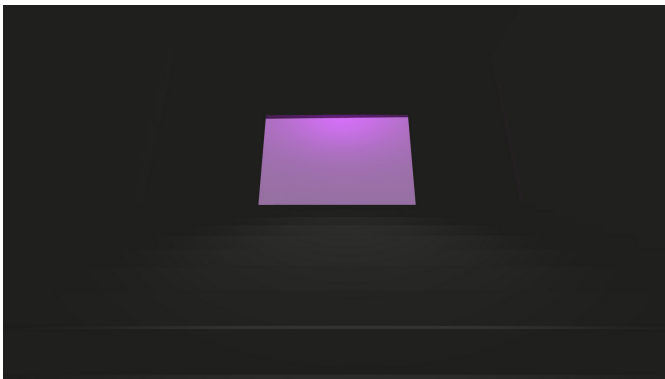
Picasso 2 is an award winning web application that was written in HTML, Javascript, and CSS that heavily utilizes the CANVAS API. The application allows users to paint with images by copying portions of user uploaded images. Here are a few examples of images that I created.



Breathing Light

VR Experience | Unity Game Engine

Breathing Light was an experiemntal project inspired by, and based off of, James Turrel's art installation at LACMA. The goal of the experiment was to create a form of haziness in a VR space using only light and material just as Turrell's installation did.



Make America Great Again

Polemical Board Game | Co-op 3 vs 1

Make America Great Again is a board game I developed when the idea of Trump becoming president was still an outlandish thought. This game was developed through the eyes and mind of Trump. The Trump player's goal in the game is to build a wall before all the Mexicans cross the boarder while the other three player's, the coyote, cartel, and laborer, must cross the boarder with drugs and immigrants.



MATTHEW BROKING

WEBSITE

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EDUCATION

UCLA, Sept 2015 - Present Graduate June 2018
Bachelor of Arts Degree, *Design and Media*

GPA: 3.7/4.0

Pasadena City College, Graduated June 2015
Associate in Arts Degree, *Humanities*

GPA: 3.9/4.0

PROJECTS

8 Week In-Class Arts Education Unit UCLA VAPAE, Eagle Rock Elementary School, Winter 2018

- » Designed, developed and implemented 8 week Visual Arts lesson plan focused on the theme of Self
- » Taught 5th grade class of 33 students multiple forms of visual arts mediums; i.e. Clay, water colors, paints, and pencil/pen, as well as artistic drawing techniques; i.e. Linear Perspective, Blue Sky.

VIVIR co-op farming and re-development initiative UCLA, Design Media Arts, Fall 2017

- » Designed non-profit with the goal of spreading awareness of climate change and climate migrants
- » Developed brand; logo, style sheets, and overall look

Product design and 3D printing Glendale, California, Summer 2016

- » Developed in conjunction with DreamWorks Animation to redesign a motion capture helmet and other equipment
- » Operated and maintained 3D printers and 3D scanning devices. (CubePro, AirWolf 3D printers)
- » Modeled 3D parts in Maya and Solidworks

EXPERIENCE

Lab Consultant Design|Media Arts Dept UCLA Sept 2017 - Present

- » Provide technical support/maintenance for entire department floor
- » Serviced and installed lab computers
- » Check in/out audio visual equipment/maintain online inventory/inspect and maintain equipment

Teacher's Assistant Design|Media Arts Dept UCLA June - July 2017

- » Assist teachers in preparation for carrying out, and following up on instruction to individual or small groups of students.
- » Assist with instructional materials, audio-visual equipment, and the maintenance of student records.

Experimental Digital Arts Coordinator Design|Media Arts Dept UCLA October 2016 - June 2017

- » Set up auditorium and galleries with audio visual needs. Various type of microphones, audio mixers, video cameras, and televisions, for lectures and art exhibitions.
- » Live edit/stream lectures and presentations in the EDA Auditorium
- » Check in/out audio visual equipment / maintain online inventory / inspect and maintain equipment
- » Scheduling the use of the shoot room facility

HONORS

Award of Distinction, Undergraduate Exhibition UCLA, Design|Media Arts, Winter 2018

Alpha Lambda Delta Honors Society UCLA, 2015-2018