

Muhammad I. Allen

3D/Texture and Concept Artist

Goal: To contribute my skills and ideas in the development of visual and interactive entertainment, and to expand my knowledge either from my experience within the industry or from my peers.

Personal Details:

Name: Muhammad Iqbal Allen (Matt Allen)
Languages: English, Indonesian, and Malay.
Place of birth: USA (US citizen)
Address (current): 8 Tulip Dr. Apt. 1M, Fords, NJ 08863
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Website: <http://mallensketchbook.com/>

Education:

High School: SMUN 28 Jakarta, Indonesia
College: Art Institute of Pittsburgh, Game Art and Design

Programs Skills:

- 3ds Max
- Maya
- Adobe Photoshop
- Z-brush
- UDK
- Vision game engine
- Adobe Premiere
- Dreamweaver
- Microsoft Office
- Adobe After Effects
- Nintendoware

Work Experiences (professional):

- **Digital Embryo (March, 2010 – January, 2011)**
 - o Created high poly and low poly 3d models. Unwrapped, textured and placed in the vision game engine.
 - o Worked with other artists creating the layout of the levels.
 - o Assisted Senior artists creating particle effects.
- **Tabor Media / Kango Play (2009)**
 - o Executed and helped in the design of the corporate logo for Kango Play which is displayed on their website (<http://www.kangoplay.com/>) and on location. Sculpted versions were also made for use as props.
- **Cinder Mod Team (2008 – 2009)**
 - o Responsible for creation of concept art and 3d modelling. Art ideas consisted of character conceptualizations and vehicle concepts up to finalized model.
- **Rigged and Ready ind (2008 – 2009)**
 - o Responsible for the creation of T-shirt designs and design restoration. Development involves conceptualization and vector art for printing.
- **Carpe Chaos (2008 – 2009)**
 - o Worked with other artists creating conceptual art in the form of vehicles, character design, environments and various tools.
- **Maven Studios (2007 – 2008)**
 - o Conceptual artist, conceptualized menu systems, environments and characters.

References:

- Chris Meyer, Lead Artist at Digital Embryo
 - o Email: chrismeyer3d@gmail.com
 - o Phone: 862-268-0922
- Cory Lewis, 3d Artist at Digital Embryo
 - o Phone: 973-349-4330
- Cindy Collins, Network Parking
 - o Phone: 412-736-7597