



Hello! I'm a professional illustrator living and working in Los Angeles, focusing on BG Design for TV/broadcast animation, having previously come from Boston working as an architectural renderer.

NAME	Matthew M. Laskowski
AREA	Los Angeles, CA
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WORK EXPERIENCE

TITMOUSE, INC,
"STAR TREK LOWER DECKS"
BG DESIGNER
FREELANCE, 2021

Produced BG designs for two episodes of Season 2 of the new comedic animated Star Trek series on a freelance basis.

NETFLIX ANIMATION,
"INSIDE JOB"
BG DESIGNER
2020-2021

Produced BG designs for 16/18 episodes of the Netflix original adult series "Inside Job," a modern-day workplace comedy/drama with architecturally heavy environments full of conspiracy satire.

KILOGRAPH, INC
ARCHITECTURAL RENDERING
2019-2020

Worked full-time as a 2D and 3D artist producing renderings and storyboards for marketing films for developers all over the US.

NEOSCAPE, INC
ARCHITECTURAL RENDERING
2014-2019

Worked full-time as a 3D and 2D Production Artist for Neoscape's architecture visualization renderings, films, and marketing materials for developers all around the world.

NORTHEASTERN UNIVERSITY
ILLUSTRATOR, FREELANCE
2009-2013

Produced covers, full-page, and spot illustrations for several issues of Northeastern University Alumni Magazine.

AXOLOT GAMES,
"ABOVE" (IOS)
BG DESIGNER
2009

Designed and produced backgrounds for the 4 different levels for the iPhone game, "Above," a vertically scrolling platformer.

EDUCATION

THE ART INSTITUTE OF BOSTON
AT LESLEY UNIVERSITY
BACHELOR FINE ARTS, ILLUSTRATION
2005-2009

Studied the practice and business of illustration, sequential art, and focusing on digital art workflows.

Portfolio awarded AIB Judge's Choice for best work, class of 2009.

PROFICIENCIES

Expertise drawing and painting in Adobe Photoshop, Clip Studio Paint, and Illustrator.

Demonstrated understanding of perspective drawing, image composition, atmosphere, color theory.

Strong knowledge of exterior/interior architecture drawing and design, urban and sci-fi environments.

Proficient understanding of Autodesk 3DS Max for blocking/modelling environments.