



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 in architectural rendering.

NAME	Matthew M. Laskowski
AREA	Los Angeles, CA
WEB	www.mattlaskowski.art
EMAIL	foxorian@gmail.com
TEL	Available by request

WORK EXPERIENCE

TITMOUSE, INC,
"STAR TREK LOWER DECKS"
BG DESIGNER
FULL-TIME 2021-2022

Produced BG designs on a full-time basis for Season 3, and a freelance basis for Season 2 earlier in 2021, spanning a range of sci-fi, urban, natural, and outer space environments.

TITMOUSE, INC,
"THE BOYS: DIABOLICAL"
VIS DEV, BG DESIGNER
FULL-TIME 2021

Developed location designs and maps for the final episode of the anthology project for outsource animation to follow, and assisted in BG Design for 3 other episodes.

NETFLIX ANIMATION,
"INSIDE JOB"
BG DESIGNER
FULL-TIME 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.

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, from man-made to natural designs.

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

LOCKED GALLERY ACCESS: *Please request password if access is needed*