

MATT LASKOWSKI

2D Background Artist

Hello! I'm a 2D artist focusing in environment art and animation backgrounds with a strong focus on modern architecture and aesthetic.

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work experience

Digital Artist, 3D Production Kilograph

www.kilograph.com
2019—Present

- Working full-time as a 2D and 3D artist for Kilograph's architecture visualization renderings and animations, and storyboarding marketing films.
- Worked closely in collaboration with art and technical directors to complete tasks on time in small/constrained yet fast-paced client-driven studio environment.

Digital Artist, 3D Production Neoscape, Inc

www.neoscape.com
2014—2019

- Worked full-time as a 3D and 2D Production Artist for Neoscape's architecture visualization renderings, films, and marketing materials for clients.
- Worked closely in collaboration with different department teams to complete hundreds of intricate and high quality deliverables in a very fast-paced client-driven studio environment.

Freelance Illustrator Northeastern University

northeastern.edu/magazine
2009—2013

- Was called upon to create covers, full-page, and spot illustrations for numerous issues of Northeastern University Magazine.
- Held regular meetings to pitch creative concepts for illustrations to the editorial team and delivered on-time print-read work.

Personal Projects Plastic Shards, Synthesis

www.plasticshards.studio
2006—Present

- As a devoted creative, studying, practicing, and executing personal ideas are a daily ritual.
 - In the process of developing and launching a long-form graphic novel, called Synthesis, from which my personal artwork is based.
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education

The Art Institute of Boston, "AIB" at Lesley University, Boston MA

Bachelor Fine Arts, Illustration
2005—2009

- Studied the practice and business of illustration, focusing on digital art production.
- Portfolio awarded AIB Judge's Choice for best overall work, class of 2009.

proficiencies



- Professional artist of 2D/3D-Mixed BG layout and environment design.
- Excellent understanding and handling of all forms of perspective drawing.
- Deep knowledge of architecture from years of working with architects.
- Strong understanding of lighting, color, atmosphere, and composition.
- Proficiency in Photoshop, Clip Studio Paint, Illustrator, and 3D modelling in 3DS Max. Windows & MacOS user.
- Motivated open learner and teacher.