

MATT TAYLOR

TECHNICAL PROJECT MANAGER | 3D/XR ARTIST

Menifee, CA | Remote | 949.466.9592 | mtaylor3d@gmail.com | mtaylor3d.com

PROFESSIONAL SUMMARY

Technical project manager and 3D/XR artist with 15 years of experience delivering interactive products, real-time assets, and immersive training applications. Progressed from hands-on 3D production into lead artist, Scrum Master, and project management roles. Skilled at translating creative and technical requirements into organized plans, coordinating distributed teams, removing blockers, facilitating meetings, reviewing visual quality, and contributing directly to modeling, texturing, animation, websites, marketing videos, conferences, and product promotion. Seeking a remote project management or creative-technical production role.

CORE SKILLS

Project Management & Agile: Project planning, task ownership, cross-functional coordination, meeting facilitation, daily stand-ups, retrospectives, blocker removal, stakeholder communication, creative review

3D / XR Production: 3D modeling, UV unwrapping, texturing, rigging, animation, asset optimization, real-time visualization, VR/AR workflows

Tools: Unity, Unreal Engine 4, 3ds Max, Maya, ZBrush, Substance Painter, Photoshop, After Effects, xNormal, UVLayout, NDO, DDO

Additional: Website updates, marketing video production, conference product demonstrations, team training, quality assurance

PROFESSIONAL EXPERIENCE

Project Manager / 3D Artist | ANU Reality, Inc.

Dec 2024 - Sep 2026 | Remote

- Managed project tasks and team coordination for an ophthalmology-focused AR/VR training product, organizing priorities and setting up recurring group meetings.
- Created, textured, and animated detailed 3D medical assets for interactive real-time experiences across mobile and VR platforms.
- Updated the company website and helped produce marketing videos and other promotional content supporting product visibility and customer outreach.
- Represented the company at an industry conference, demonstrating the product and speaking with prospective users and partners.
- Combined hands-on production with project oversight to keep creative and technical work moving across a small cross-functional team.

Project Manager Consultant | EON Reality

Mar 2022 - Present | Irvine, CA / Contract

- Oversaw development and provided creative direction for immersive applications produced for a children's hospital.
- Coordinated project requirements, priorities, reviews, and delivery across creative and technical contributors.
- Applied extensive 3D and XR production knowledge to evaluate feasibility, visual quality, performance, and user experience.

Scrum Master / 3D Artist | Dynepic, Inc.

Mar 2022 - Oct 2024 | Remote

- Partnered with developers, designers, and QA to identify and remove blockers across active product work.
- Facilitated daily stand-ups and retrospectives, strengthening communication, accountability, and visibility between teams.
- Contributed hands-on 3D art expertise while supporting Agile delivery and cross-functional coordination.

Project Manager | EON Reality*Oct 2020 - Mar 2022 | Irvine, CA*

- Directed project development from kickoff through completion, aligning scope, schedules, tasks, reviews, and deliverables.
- Coordinated artists and technical stakeholders, tracked progress, resolved production issues, and communicated priorities.
- Balanced product, creative, and technical requirements for real-time VR/AR applications.

Lead Artist | EON Reality*Apr 2016 - Oct 2020 | Irvine, CA*

- Supervised and approved the work of other 3D artists, delegated assignments, and maintained visual and technical quality standards.
- Traveled internationally to EON Interactive Digital Centers to deliver two-week modeling and texturing training programs.
- Mentored artists and helped establish production workflows for optimized immersive content.

3D Artist | EON Reality*Sep 2011 - Apr 2016 | Irvine, CA*

- Modeled, UV-unwrapped, textured, rigged, and animated assets for implementation in EON's interactive software.
- Optimized real-time assets for reliable performance in VR and AR experiences.
- Collaborated with artists, developers, and project stakeholders to turn concepts into production-ready content.

Freelance 3D Artist | National Tour Integrated Resources Inc.*Sep 2012 - Jan 2013 | Irvine, CA*

- Created 3D structures from client-provided 2D concepts and blueprints; animated avatars within 3D environments.
- Composited music, video, and rendered elements and created real-time Unreal Engine 4 visualizations for clients including Monster Energy Drink and Pioneer Electronics.

EDUCATION

Bachelor's Degree, Media Arts & Animation | The Art Institute of California - Orange County