

## Matthew Rose

Castle Rock, CO, 80109

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Portfolio at [www.SilverbarnProductions.com](http://www.SilverbarnProductions.com)

### *Education*

**Pepperdine University** MBA with focus on entertainment marketing 1999-2002  
**UCLA Extension** Coursework in entertainment production and marketing 1999-2004  
**The University of Kansas** BS, MS Electrical Engineering 1987-1994

### *Distinguishing Qualifications*

Technically skilled and customer-oriented producer with experience at all levels of full service media production and project management of various media including video games, home video, music CD's and live music production.

*Software:* Maya, Photoshop CS4, Filter Forge, Vue8, Headus UV Layout, Shake, Final Cut Pro, ProTools, Microsoft Office, Access, Project, InDesign, Illustrator, Havok and Torque.

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### *Relevant Experience*

**Keller-Williams Real Estate**, Castle Rock, CO; Marketing Asst. Dec. 2009 to present  
Edited and printed real estate marketing flyers and updated content for three websites.

**Game Collider**, Denver, CO; *CG Artist* August 2009 to present  
Created high poly and low poly models, prepared concept and marketing art, generated unique texture maps for characters and environmental elements for Torque-based video game. Beta release available at [www.MonolithsofTerravia.com](http://www.MonolithsofTerravia.com). Business site at [www.GameCollider.com](http://www.GameCollider.com).

**Silverbarn Productions**, Castle Rock, CO; *Owner/Producer* July 2004 to present  
**1918B** (proof-of-concept for science-fiction themed video game)  
Created CG elements and worked with concept artist for conceptual video game.  
Premise: A World War One tank driver is recruited to be the first man in space.

**Treasure Kwest** (pilot for adventure series of stop-motion puppets in CG environments)  
Supervised team of ten including concept artist, screenwriters, sculptor, and four CG artists.  
Premise: A teenage sleuth and his sidekick solve crimes and fight monsters.

**Dragonsclaw** (proof-of-concept for CG fantasy film)  
Supervised team of four including concept artist, sculptor, set builder, and CG artist.  
Premise: A team of three teenage creatures learn life lessons and battle evil.

**Castle Rock Orchestra Music Director**, Castle Rock, CO 2007 to present  
Coordinated scheduling, marketing and performance of community orchestra of 55 musicians.  
Presented five concerts a year of orchestral music and numerous small groups.

**Sunflower Music Owner**, Castle Rock, CO & Los Angeles, CA 1995 to present  
Produced music for film productions as well as ten nationally distributed children's CDs and a number of genre CDs such as fantasy film score, Renaissance, Irish, and jazz.

**First Look Media Home Video Marketing Intern**, Los Angeles, CA 2004  
Produced re-release of three DVDs including interviewing actors and creating extras.

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