

Matthew Comerford

Matt@sculptingmania.com

23706 Beverly Street, St. Clair Shores, MI 48082

Cell 586.256.5496

<http://www.sculptingmania.com>

Employment

General Motors – Senior Level Digital Sculptor

Current Titles and Responsibilities:

- **SME** (Subject Mater Expert) on Steering Wheels for **User Experience Studio**
Develop training and best practices for surfacing steering wheels.
- **Studio Mentor** for colleagues and new employees.
- Facilitate meetings with suppliers and stake holders integrating criteria and design intent.
- **Steering Wheel Library** utilized by sculpting and design to identify and share learning's from previous programs.
- **Facilitate Weekly Steering Wheel Expert Meetings:** Developing common standards, which suppliers have to adhere to. Working on simplifying standards for items like leather radiuses and material offsets. I am also working on a design execution library of sections to establish world-class part integration, which every program can utilize.

January 2012 – Present

- 2017 Buick Lacrosse Electronic Shifter (ETRS)
- 2017 Cadillac SRX 8 inch Integrated Center Stack Screen (Concept surfacing)
- 2017 Cadillac SRX SUV Cluster base and up level (Concept surfacing)
- 2016 Cadillac Flag Ship Sedan Console Mode Switches
- 2016 Cadillac Flag Ship Sedan Base, Uplevel, and Platinum Steering Wheel (Concept steering wheel and switches for production release)
- 2016 Cadillac Sedan Base, Uplevel and Platinum Instrument Cluster (Concept Modeling)
- 2016 E2SC Chevy ICS HVAC up level and base
- 2015 Chevy Cruze and Holden Flip Key Fob (Production surfacing updates)
- 2015 Chevy Cruze Key Fob (Production surfacing updates)
- 2015 Buick SUV Interior door memory switches
- 2015 Chevy Colorado, and GMC Canyon automatic shifter
- 2015 Chevy Tahoe, Suburban, and GMC Yukon ICS production surface updates

January 2010 – December 2011

- 2015 Buick Regal GS Steering Wheel
- 2014 Chevy Silverado, Chevy Tahoe, GMC Sierra, and GMC Yukon Steering Wheels.
- Developed from concept to production release.

April 2009 –December 2009

- 2012 Chevy Malibu steering wheel production tooling surfacing.

January 2009 – March 2009

- 2011 Saab 9-5 Wagon interior trim enhancements
- Cadillac Alpha Show Car interior work for shifter trim plate and chrome detailing.
- 2011 Chevy Volt Steering Wheel production tooling surfacing.

October 2008 – December 2008

- 2011 Saturn Vue mid Cycle Enhancement (**Lead Interior Trim Sculptor**)
- 2012 Saturn Vue Plug in interior trim
- 2009 Cadillac Converj Concept vehicle Interior Trim project

September 2007- December 2008

3D Mentor & Presenter

- Create and develop presentations for design reviews
- Guide and advice in the development of core systems used to create proper surfacing

April 2008 – September 2008

- Chevy Colorado interior Front Door
- GMC Full Size Truck interior Vision Model ½ scale theme (Instrument Panel, Doors) and Full size Door
- GM Summer internship (**Digital Sculpting Mentor**)

September 2007 – March 2008

- Cadillac Escalade ½ scale interior themes (Instrument Panel and front Doors) and Full size Console

April 2007 – August 2007

- Cadillac Escalade and Full size truck Premium interior door

September 2005 – March 2007

- Full Size van interior MCE (detail work on Instrument Panel and column shroud)
- Hummer H2 interior mid cycle enhancement (1/2 scale model and full size Instrument Panel)
- SEMA (Specialty Equipment Market Association) Chevy full size Truck interior (Cluster, floor shifter and console)
- SEMA Orange County Chopper Show Truck interior (detail work on Instrument Panel)
- Hummer H3 front interior door rebuilt for a new switch pack placement (**Lead Modeler**)
- Hummer H4 half scale interior model
- Mid Size SUV Chevy Concept (1/2 scale Chevy model and full scale model)

May 2004 – September 2005

- GMC Envoy and Chevy Trailblazer Exterior Program
- Headlamp and grill for Envoy
- Front-end surface development for Envoy
- Rear Quarter for Trailblazer and ground effects
- Side Mirror for Envoy and Trailblazer
- Trailblazer cowl
- Chevy Tahoe Z71 Grill
- Armrest and handle for Extended Cab rear door.

November 2003 – May 2004

Lead Interior Trim Sculpture

- Full Size Pick-up, Regular Cab, Extended, and Crew Cab

May 2003 - November 2003

Lead Interior Trim Sculptor

- Avalanche, Escalade EXT

November 2002 – May 2003

- Chevy Suburban, Chevy Tahoe, and GMC Yukon interior trim

June 2002 - November 2002

- Full Size truck Exterior
- Cadillac Escalade, GMC Yukon, and Chevy Tahoe Headlamps for clinic
- Chevy Cheyenne show truck headlamp
- Buick Centieme show car tail lamp
- Full size Truck Mid Cycle enhancement 17-inch rims

January 2000 – June 2002

C6 Corvette, Z06 Corvette, Convertible

- Head Lamp developed from initial theme to production release
- Entire Upper for theme and SF release
- Windshield, Cowl, Backlight, Targa top, Deck lid, Side Mirrors, Z06 hood, Z06 fenders etc...

November 1999 – December 1999

- Chevy Brand character Strategic Core team
- Futuristic Speed forms

1996-1996 Summer

Fisher-Price Inc., East Aurora, NY

Freelance Photography

1996-1996

ImageCore Ltd., Buffalo, NY

Assistant photographer commercial and digital photography

1995-1996

Anderson & Wahl, Buffalo, NY

Commercial advertising photography

Teaching Experience

2006 - 2009

College for Creative Studies (CCS), Adjunct Faculty, Detroit, MI
3D Modeling, and rendering instructor utilizing Alias, and Showcase

1998-1999

SCAD Graduate Teaching, Savannah, GA

3-D Modeling and Animation, Motion Graphics

Education

Savannah College of Art and Design

Master of Fine Arts, Computer Art (Animation), 1999

State University of New York at Buffalo

Bachelors of Fine Arts, Photography, 1996

Ohio University (OU) Photography major, 1994

Awards and Honors

1994 Ohio University scholarship to study documentary
Photography and photojournalism in Scotland.

1996 The Morris Sheer Fellowship, to attend (SCAD)

Technical Skills:

Alias, Illustrator, Photoshop, Showcase, NX (Unigraphics) basics for releasing files, Production intent surfacing, Class A Surfacing, Rapid Prototyping (Stereolith), Rendering, and Virtual Reality Reviews.