

Matt LeMay

Matt LeMay was born June 24th, 1998 in Denville. He Grew up in Flanders and continues to live there. He attended The Schools in Mount Olive and later the Community College of Morris (CCM) . In his very early life he liked to doodle and draw things he thought looked interesting like railroad crossings. Matt would draw daily, which caught the attention of his teachers in elementary school. They would recommend him to partake in the art programs in his school.

In High School, Matt was in the National Art Honors Society (NAHS) and during graduation he would wear a Honor cord representing it. Matt also was invested more into designing video games from the models to the mechanics, and would apply to CCM under a game development major.

Later during his major, Matt began to realize that not only finding a game development job wasn't easy, but they got paid a lot due to working very long hours. He didn't want to turn something he enjoyed into something he would be forced to do for long hours, and decided to switch to an animation major, where he can still learn digital and normal art.

After College, Matt plans on moving on to a trade.