

**Matt Rapelje** (rap-el-jay)  
3D Artist

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## WORK EXPERIENCE

### Monolith Productions World Artist

August 2007 through Current

- Created and Added art to levels.

### Zombie Studios

December 2002 August 2007

#### Lead 3D Artist

- Created 3D models, laid out UVs, & created textures
- Managed & schedule work for up to 14 other artists
- Responsible for 3D mesh quality control: technical, visual, & asset management
- Participated in daily company management meetings
- Worked in partnership with other departments, Level Design, Scripting, Engineering, & QA
- Provided teaching, training, & tech support
- Explored new technologies & techniques, & implemented them into art pipeline
- Work closely with Technical Director to evaluate & implement new technologies
- Created Levels for five different titles
- Created MaxScripts to improve work flow

#### Game Titles Worked On:

##### **Rogue Warrior, Bethesda** (Xbox 360, PS3, PC, using Unreal 3)

- Took art team to the next generation, introducing normal maps and other new technologies
- Created 3D models, laid out UVs, created textures, & shaders
- Lead 3D Artist, and Art Manager, laid out art pipeline & scheduling
- Responsible for creating plants, textures, meshes, and SpeedTrees
- Prototyped the Tiling Multiplayer Map System
- Oversaw art outsourcing

##### **Close Quarters Conflict, Groove Games** (PC, using Unreal 2)

- Created multiplayer maps for this tournament based FPS.

##### **Future Force Commander, SAIC** (PC, Serious Game, using Gamebryo)

- Developed art pipeline, gave art direction & implemented art through scripts.
- Worked closely with engineering to develop new tools
- Laid out levels: simulated real world locations based on military maps (24km sq.)

##### **Auto Assault, NCsoft** (Xbox & PC) Freelance

- Contracted to create vehicles from provided concept art. Modeling, and Texturing

##### **WW II Combat: Iwo Jima, Groove Games** (Xbox & PC, using Unreal 2)

- Created 3D models, laid out UVs & created textures
- Member of a team that developed a Xbox/PC game on a five-month schedule.

##### **WW II Combat: Road to Berlin, Groove Games** (Xbox & PC, using Unreal 2)

- Created 3D models, laid out UVs & created textures
- Member of a team that developed a Xbox/PC game on a five-month schedule.

##### **Combat: Task Force 121, Groove Games** (Xbox & PC, using Unreal 2)

- Created 3D models, laid out UVs & created textures
- Member of a team that developed a Xbox/PC game on a five-month schedule.
- Multiplayer Level Creation

##### **America's Army; Simulators, US Army** (PC, Serious Game, using Unreal 2)

- Level design, Created 3D models, laid out UVs & created textures
- Provided technical review of art assets for other America's Army teams

**Kingpin 2, Interplay** (Xbox & PC, stopped after three months of production)

- Created 3D models, laid out UVs & created textures, and white box levels

**Shadow Ops: Red Mercury, Atari** (Xbox & PC, using Unreal 2)

- Created 3D models, laid out UVs & created textures: third person weapons, vegetation, vehicles, buildings, indoor & outdoor props
- Level Design Assistance, Particles & Destructible creation, Multiplayer Level creation, also Placed Props & Other Proprietary Effects in levels
- Parsed & audited assets to ensure that the game ran efficiently

**Dan Kemmis Enterprises**

2002

**Head Technician**

- Provided AutoDesk 3ds Max Tech Support
- 3ds Max Demo Artist, and Production Artist
- Motion Capture Session Producer, Midway's "The Suffering", & other Projects
- Intern Coordinator

**Tour Graphics**

2001 through 2002

**Production Artist**

- Created virtual golf courses & other landscape resorts for visualization purposes.
- Lead 3ds Max Artist, also used AutoCAD, Photoshop, and World Builder

**Educational Work**

- Game Developer's magazine Frontline Awards: contributed to the 2005 issue
- *Skill Standards for Electronic Game Content Production*: Subject Matter Expert
- *Henry Cogswell College* : Instructor: Texture Painting & Mapping, DA298
- *Puget Sound Center* : Instructor: 3d Studio Max Particles & Special Effects
- *Clover Park, ITT Tech, and IADT* advisory board member
- *Art Institute of Seattle* – Guest Lecturer: 3D Animation Department
- *Mesmer Animation Labs* : Wrote & edited training for Maya to 3d Studio Max
- *Spokane Community College* : 3d Studio Max Teaching Assistant: 3d Studio Max
- *WSU Pullman* :Teaching Assistant: AutoCAD, LA499

**Landscape Architecture & Engineering**

1994 through 2000

- *Ramm Associates Inc.*: EWU President's House, Richland Police Dept
- *Forster Ndubisi, PhD* : Developed 78 illustrations for book "Ecological Planning"
- *WSU Spokane, Interdisciplinary Design Institute* : Computer Technician, Tutor
- *Hough Beck & Baird Inc.*: Seattle Light Rail, Snoqualmie Ridge
- *Anderson & Ray, Inc. P.S.*: Seahawks Stadium, Sandra Priest Rose Center
- *Alcoa – Engineering Department* : AutoCAD Drafter

**SOFTWARE**

3D Studio Max, MaxScript, Reactor, Bionatics NatFX, SpeedTree CAD, Photoshop, Unreal 2, Unreal 3, Zbrush, Maya, AutoCAD, Deep Paint 3D, Perforce, SourceSafe, Microsoft Office, Gamebryo, Empire Earth 2 Engine, Terragen, Vue

**EDUCATION**

**Washington State University - Bachelor of Landscape Architecture**

2001

Senior Project: Explored how military science theories could better inform spatial designers  
Curriculum: design, art, ecology, psychology, interdisciplinary teamwork, sociology

**Game Developers Conference** – Conference Pass Scholarship Recipient

2001

**REFERENCES**

Reference considerably given upon request.