

Summary:

- 10 years experience making art for games: Xbox360, XBLA, Xbox, PC, PS3, PSN.
- Track record of handling multiple roles, and multiple projects concurrently.
- Easily approachable mentor, problem solver, and readily volunteers for new tasks.
- Skilled in managing performance/memory guidelines, diagnosis, and optimization.
- Experienced in handling outsourcing, and outside contractors.

MATT RAPELJE *(rap-el-jay)*

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Work Experience

Monolith / WB Games

8/2007 – Current

Guardians of Middle-Earth

Technical Artist, Environment Artist

Gotham City Impostors

Environment Artist, Outsourcing

Lord of the Rings: War in the North

Environment Artist

F.E.A.R. 2 DLC: Reborn

Technical Artist, Environment Artist

F.E.A.R. 2 DLC: Armored Front

Environment Artist

F.E.A.R. 2: Project Origin

Environment Artist

Zombie Studios

12/2002 - 8/2007

Rogue Warrior (did not ship)

Art Lead

America's Army, multiple projects

Art Lead, Level Designer

Future Force Company Commander

Art Lead, Level Designer

Close Quarters Conflict

Level Designer

Combat: 121

Art Lead

Combat: Road to Berlin

Art Lead

Combat: Iwo Jima

Art Lead

Kingpin 2 (did not ship)

Art Lead

Shadow Ops: Red Mercury

Art Lead

Computer Graphic Work

Auto Assault (2005)

Freelance Vehicle Artist

DKE, Autodesk reseller (2002)

Head Technician

Tour Graphics (2001)

Architectural Visualization Artist

Alcoa – Engineering Department (1995-96)

AutoCAD Drafter

Skills

Production Artist

3D Modeling and Texturing

Hi and Lo Poly, Environments, Props, Weapons, Vehicles, Vegetation, LODs, & Modular Systems

Level Propagation

Visual mood and story creation, Lighting, Sky boxes, Environment FX, Weapon FX, Particle FX

Level Design

Multi-player levels, Serious games military training scenarios, White boxed single player levels

Technical Artist

Scripting

Create tools for automation, work flow improvements, error checking and fixing.

Performance

Identify problems and adjust content to meet performance, and memory specifications.

Work Flow

Set up naming conventions and asset organization. Create general guideline for content creation.

Rigging

Game Play Objects, Weapons, Vehicles, Character Props

Mentoring

Train team for new tools. Provide tips and tricks. Assist with problem solving.

Shader Authoring

Creating mostly in node based systems, Material instances

Art Lead

Management

Managing art team of up to 14 people.

Scheduling

Set milestone work schedule. Assure milestone's scheduled delivery.

Outsourcing

Define pipeline process and asset tasks. Provide feedback. Import assets into system.

Coordination

Worked in partnership with other departments, Level Design, Scripting, Engineering, & QA

Software

3D Studio Max, Max Script, Photoshop, Zbrush, Vue, Speed Tree, Crazy Bump, X-normal, Shader FX, Mental Mill, LithTech, Unreal 2-3, Maya, AutoCAD, Perforce, Gamebryo, C#, PIX, Gpad, Unity

Work Experience (Continued)

Educational Work

Henry Cogswell College
Instructor: Texture Painting & Mapping, DA298

Puget Sound Center
Instructor: 3d Studio Max Particles & Special Effects

Spokane Community College
3d Studio Max Teaching Assistant: 3d Studio Max

Washington State University
Teaching Assistant: AutoCAD, LA499

Mesmer Animation Labs
Wrote & edited training for Maya to 3d Studio Max

Game Developer's magazine
Front-line Awards: Contributor - 2005 issue

Clover Park, ITT Tech, and IADT
Advisory board member

Art Institute of Seattle, Seattle CC, Lake Washington IT
Guest Lecturer

3D Game Skill Standards
Advisory Subject Matter Expert

Landscape Architectural Work

Ramm Associates
EWU President's House, Richland Police Dept

Hough Beck & Baird
Seattle Light Rail, Snoqualmie Ridge design standards

Anderson & Ray Associates
Seahawks Stadium, Sandra Priest Rose Center

Education

Washington State University	Bachelor of Landscape Architecture	2001
Game Developers Conference IGDA	Conference Pass Scholarship Recipient	2001
Digipen, Continuing Education	Introduction to 2D Game Programming with XNA	2012