

Summary:

- 15 years experience making art for games: Xbox One, Xbox360, XBLA, Xbox, PC, PS4, PS3, PSN.
- Track record of handling multiple roles, and multiple projects concurrently.
- Easily approachable mentor, problem solver, and readily volunteer for new tasks.
- Skilled in managing performance and memory budgets, issue diagnosis, and optimization.
- Experienced in handling outsourcing.

MATT RAPELJE *(rap-el-jay)*

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Work Experience

Monolith / WB Games

8/2007 – Current

Shadow of War

Senior Technical Artist

Shadow of Mordor

Technical Artist, Environment Artist, Fx Artist

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

Rouge Warrior (did not ship)

Art Lead, Interim Art Director

America's Army, multiple projects

Art Lead, Level Designer

Future Force Company Commander

Art Lead, Level Design

Close Quarters Conflict

Level Designer

Combat: 121

Art Lead, Level Design

Combat: Road to Berlin

Art Lead

Combat: Iwo Jima

Art Lead

Shadow Ops: Red Mercury

Art Lead, FX Art, Environment Art

Kingpin 2 (did not ship)

Art Lead, Level Design

Skills

Technical Artist

Scripting

Create tools for automation, work flow improvements, error checking, fixing content, & tools for new workflows.

Performance

Identify issues, adjust content to meet performance & memory specifications.

Work Flow

Set up naming conventions & asset organization. Create general guidelines for content creators.

Mentoring

Train team for new tools. Provide tips & tricks. Assist with problem solving. Documenting workflows

Rigging

Game Play Objects, Weapons, Vehicles, Character Props

Shader Creation

Creating mostly node based systems, some HLSL

Production Artist

Modeling and Texturing

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

Level Propagation

Visual mood & story creation, Lighting, Sky boxes, Environment FX

Level Design

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

Art Lead

Management

Managing art team of up to 14 people.

Scheduling

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

Outsourcing

Define pipeline, standards process & task assets. Provide feedback. Import assets into system.

Coordination

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

Software

3DS Max, Photoshop, Zbrush, Vue, Speed Tree, X-normal, AutoCAD, World Machine, LithTech, Unreal, Unity 3D, Python, C#, Max Script, Mel, Shader FX, Perforce, PIX

Work Experience Not (Continued)

Computer Graphic Work

Auto Assault (2005)
Freelance Vehicle Artist

DKE, Autodesk reseller (2002)
Head Technician, Software Demo Artist, Motion Capture Producer

Tour Graphics (2001)
Architectural Visualization Artist

Alcoa – Engineering Department (1995-96)
AutoCAD Drafter

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, Clover Park, IADT
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