MATT RAPELJE (rap-el-jay)

Technical Artist

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Summary

- Skilled in performance/memory optimization, diagnosis, and workflow efficiency.
- Passionate about Houdini and other procedural solutions that act as a project resource multiplier.
- Developer of DCC tools and scripts to accelerate workflows, optimize quality, and ensure consistency.
- Experienced in producing high/low-poly assets, modular environments, FX, immersive level design and propagation.
- Proven ability to juggle multiple roles and projects simultaneously.
- Leadership: Led teams, mentored artists, managed outsourcing, and aligned cross-discipline project goals.

Software

Unreal, Houdini, Vex, HQueue, Python, Visual Studio Code, PyQt, JSON, 3D Studio Max, Max Script, Photoshop, ZBrush, SpeedTree, Maya, World Machine, Vue, Perforce, C#, PIX, Unity, Substance, LithTech, ArcGIS, AutoCAD

Monolith Productions / WB Games (8/2007 – 4/2025)

Wonder Woman Game (2025, Unreleased)   Advanced Technical Artist

- Built a Houdini-based farm system to automate open world processing, eliminating manual chunk work, facilitating consistency.
- Created a Houdini HDA for open world movement markup, solving nav meshes connections, rail markup, and fix ramps creation.
- Created a procedural tool in Houdini that optimally placed limited lighting probes in an octree's LODs for lighting team.
- Led the development of a Houdini toolbar for our level editor, centralizing tools from many DCC app to one place.
- Built a Houdini PDG/TOPs prefab reporting tool.
- Built vegetation tools: SpeedTree model importer, vertex coloring, canopy flight volumes, and branch collision generation.

Hogwarts Legacy (2023)   Advanced Technical Artist

- Developed Unreal Python apps to audit and flag asset issues.
- Presented performance and content standard reports.
- Created Unreal blueprints for environment art propagation.
- Optimized and refined world collision standards.
- Developed and modified vegetation shaders, outlining solution pros and cons.

Middle-earth: Shadow of War (2018)   Sr. Technical Artist

- Memory management: Set up budgets for all departments and reviewed and enforced memory budgets. Runtime and size on disk.
- Environment art, reviewed assets, reviewed finished assets and ensured they adhered to those guidelines.
- Established dynamic fire-spreading system performance guidelines.
- New systems: GPU Cloth, Vegetation Scatter, and Wind. Wrote documentation and tools so that art would work with tech.

Middle-earth: Shadow of Mordor (2015)   Sr. Technical Artist, Environment Art

- GPU Particle System, developed and refined workflows, created all the insect GPU FX, and some of the weather ones.
- Native Life System, developed and refined workflows. Placed all FX and Markers for the bugs, rats, spiders, birds, etc.
- Environment art asset creation, reviewed environment prefabs.
- Prototyped and implemented custom world shadow geometry, significantly reducing draw calls.
- Configured build settings and placed world overrides for last-generation ports until WB outsourced them.

Guardians of Middle-Earth (2013)	**Technical Artist, Environment Art**
Gotham City Impostors (2012)	**Environment Artist, Outsourcing**
Lord of the Rings: War in the North (2011)	**Environment Art, Technical Art**
F.E.A.R. 2: Project Origin (2009)	**Environment Art, Technical Art (DLC)**

Zombie Studios (12/2002 - 8/2007)

Roles: Art Lead, Environment Art, Technical Art, Level Design, FX Artist, Outsourcing Manager

Shipped Games: America's Army (multiple projects), Close Quarters Conflict, Combat: 121, Combat: Road to Berlin, Combat: Iwo Jima, Future Force Company Commander, Shadow Ops: Red Mercury

Educational Work

DKE – Regional Autodesk Reseller	Trainer and Tech Support
Henry Cogswell College, and Puget Sound Center	Instructor
Washington State University, and Spokane Community College	Teaching Assistant

CGI & Landscape Architectural Work

Tour Graphics, Ramm Associates, Hough Beck & Baird, Anderson & Ray, Alcoa

Education

Washington State University	Bachelor of Landscape Architecture