

Matt T. Bard

Technical Artist

+ CONTACT

Email Bardler99@gmail.com

Website MattBard.com

+ SKILLS

Software Maya, Zbrush, Photoshop, xNormal, Knald, Mari, Substance Designer, Substance Painter, Pycharm, Unity, Unreal Engine 4, P4V/P4Win, Jira, and Confluence.

Technical Python, Java Script, Pymel, Unreal Materials, basic GLSL, XML, and Json

Environment Art Highpoly subdivision modeling and efficient lowpoly modeling.
Sculpting organic models and tileable textures in Zbrush.
Deep understanding of normal map baking to get the highest quality results.
Deep understanding of material properties and how to recreate them realistically.
Extensive knowledge of physically based rendering techniques.
Extensive knowledge of realtime lighting systems and workflows.

+ WORK EXPERIENCE

Sep 2017 - Oct 2017 EA Visceral Games

Title Technical Artist

Responsibilities Worked on Amy Hennig's Star Wars title.
Profile levels for memory and framerate issues.
Built tools in Maya to enforce LOD standards on environment assets.

May 2014 - Sep 2017 Crystal Dynamics

Title External Development Artist

Responsibilities Worked on 'Avengers Game.'
Responsible for documenting workflows and training external artists on tools.
Work closely with engineering to test and give feedback of tools and workflows.
Built various levels supported by scripting to help organize content for artists.
Created detailed tool pitches to save time for the art team.
Created and enforced asset creation guidelines for environment art content.
Supported Substance Designer and Painter pipeline with code and organization.

Title Environment Artist 1

Responsibilities Worked on 'New Tomb Raider Game.'
Trained team on Substance Designer workflows.
Worked closely with Tech Art to find tool needs and pipeline issues.
Supported levels from blockout to final running at framerate target.

Title Associate Environment Artist

Responsibilities Shipped Rise of the Tomb Raider.
Created cinematic assets and environments for various cut scenes in the game.
Supported optimization and bug fixing efforts in closing months.

Jan 2014 - May 2014 Cogswell Polytechnical College

Title Modeling/Texturing Lead and Script Writer on Project X Short Film

Responsibilities Managed four artists, and wrote movie script with the director.

May 2013 - Feb 2014 Massive Black

Title Contract 3D Artist

Responsibilities Created game ready assets for Zombie Playground and Emotiv games.

+ EDUCATION

Aug 2011 - Dec 2015 Cogswell Polytechnical College

Bachelors of Art, Digital Arts and Animation, 3D Modeling Concentration