

Matt Bard

Game Engine Tools Engineer

Contact

Bardler99@gmail.com
www.MattBard.com

Education

Cogswell Polytechnical College
2011 - 2015
BA in Digital Art & Animation
3D Modeling Concentration

Key Skills

C++ C# Python
UE Slate, WPF, QT(Pyside)
MVVM UI Patterns
Tools UI/UX
Game Engine Tools
Pipeline Architecture
DCC App Integration
Procedural Generation

Software

Unreal & Unity
Visual Studio
P4V/P4Win
Houdini Engine API
Maya API
Maya, Zbrush & Photoshop
Substance Designer & Painter
Jira & Confluence

About Me

I am a passionate tools engineer that can get into the minds of your content creators because I used to be one! I make high quality tools with less iteration time because I can speak their language. My goal is to 10x the output of every content creator with powerful creative tools.

Experience

JUNE 2021 – PRESENT

Core Tech Tools Engineer | Crystal Dynamics

- Working on new Tomb Raider game in Unreal Engine 5.
- Job file change but my role stayed mostly the same.
- Co-Developed custom Houdini integration to empower artists.
- Built automated performance data testing framework and a widget for displaying the data as a top down heatmap.
- Vastly extended the Unreal validation framework to catch bugs and enforce content standards pre-commit.
- Built a prefab Blueprint type to allow for easier kit bashing and per-placement overrides.
- Created and maintain our Unreal Crystal Tools plugin.

JAN 2018 – JUNE 2021

Technical Artist - Tools & Pipeline | Crystal Dynamics

- Worked with Core Tech on a GPU driven procedural biome toolset and a layer-based terrain sculpting system.
- Built and maintained various C# WPF tools such as an Asset - Browser, Tool Bar Tabs, Quest System UI, and Terrain Layer UI.
- Organized UX feedback from users into actionable improvements for our Engineers.

SEPT 2017 – DEC 2017

Technical Artist | Visceral Games (Closed Down)

- Worked on Amy Hennig's Star Wars Title.
- Built tools in Maya to enforce LOD standards on assets.

MAY 2014 – SEPT 2017

Environment Artist | Crystal Dynamics

- Worked on Shadow of the Tomb Raider and Marvel Avengers.
- Supported Substance Designer and Painter workflows.
- Shipped Rise of the Tomb Raider.
- Built levels from block out to shippable quality with designers.