

Matt T. Bard

Tools Developer

+ CONTACT

Email Bardler99@gmail.com

Website MattBard.com

+ SKILLS

Software Visual Studio, PyCharm, Unity, Unreal Engine 4, P4V/P4Win, Maya, Zbrush, Photoshop, xNormal, Knald, Substance Designer, Substance Painter, World Machine, Jira, and Confluence.

Technical WPF, Qt(Pyside2), Pymel, Maya Cmds, Unreal Materials, basic GLSL, XML, and JSON.
Ability to write memory efficient and performant C# and Python code.
MVVM and MVC design patterns for tools UI.
Tools UX, Pipeline Design, and DCC app integration.

Art Highpoly and lowpoly modeling workflows.
Tileable material creation using ZBrush and Substance Designer.
Extensive knowledge of physically based rendering techniques and real-time lighting systems.

+ WORK EXPERIENCE

Jan 2018 – Current *Crystal Dynamics*

Title *Technical Artist. Specializing in Tools Development.*

Responsibilities Working on the core tech team that develops our proprietary engine.
Work with Engineering team to provide new tool designs and UX feedback for content workflows.
Ensure all new tech is documented for users so the learning process is as smooth as possible.
Build and maintain various C# WPF editor tools, and Python pipeline tools.
Implemented content validation systems in various parts of the asset pipeline.
Created WPF MVVM coding standards for all new tools being made.

Sep 2017 – Oct 2017 *EA Visceral Games*

Title *Technical Artist*

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

May 2014 – Sep 2017 *Crystal Dynamics*

Title *Development Artist*

Responsibilities Worked on Marvel's Avengers.
Worked closely with engineering to test and give feedback on new tools and workflows.
Built various automated graveyard levels to help organize content for artists.
Created and enforced asset creation guidelines for environment art content.
Supported Substance Designer and Painter pipeline with code and content organization.

Title *Environment Artist*

Responsibilities Worked on Shadow of the Tomb Raider.
Trained team on Substance Designer workflows as this was the first time we used it on a project.
Worked closely with Tech Art to find tool needs and pipeline issues.
Supported levels from block out to shippable at target framerate.
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.

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

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