

## Summary:

- 20 years of making art for games: Xbox, PlayStation, PC.
- Track record of handling multiple roles, and multiple projects concurrently.
- Easily approachable mentor, problem solver, and readily volunteers for new tasks.
- Skilled in managing performance/memory guidelines, diagnosis, and optimization.
- Experienced in handling outsourcing, and outside contractors.

# MATT RAPELJE *(rap-el-jay)*

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## Work Experience

### Monolith / WB Games

8/2007 – Current

Middle-earth: Shadow of War

Sr. Technical Artist

Middle-earth: Shadow of Mordor

Sr. Technical Artist, Environment Art

Guardians of Middle-Earth

Technical Artist, Environment Artist

Gotham City Impostors

Environment Artist, Outsourcing

Lord of the Rings: War in the North

Environment Artist, Technical 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

America's Army, multiple projects

Art Lead, Level Design

Future Force Company Commander

Art Lead, Level Design, FX

Close Quarters Conflict

Level Design

Combat: 121

Art Lead

Combat: Road to Berlin

Art Lead

Combat: Iwo Jima

Art Lead

Shadow Ops: Red Mercury

Art Lead, Fx, Level Design

### Computer Graphic Work

Auto Assault (2005)

Freelance Vehicle Artist

DKE, Autodesk reseller (2002)

Head Technician

Tour Graphics (2001)

Architectural Visualization Artist

Alcoa – Engineering Department (1995-96)

AutoCAD Drafter

## Skills

### Technical Artist

#### Scripting

Create tools for automation, workflow improvements, error checking and fixing.

#### Houdini

Create tools for environment artists and designers. Tools to work across entire worlds via PDG/TOPs, to individual assets.

#### Performance

Identify problems and adjust content to meet performance, and memory specifications.

#### Work Flow

Create general guideline for content creation.

Set up naming conventions and asset organization.

#### Rigging

Game Play Objects, Weapons, Vehicles, Character Props

#### Mentoring

Train team for new tools. Provide tips and tricks.

Assist with problem solving.

#### Shader Authoring

Creating mostly in node based systems, Material instances

### Production Artist

#### 3D Modeling and Texturing

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

#### Level Propagation

Visual mood and story creation, Lighting, Sky boxes, Environment FX, Weapon FX, Particle FX

#### Level Design

Multi-player levels, Serious games military training scenarios, white boxed single player levels

### Art Lead

#### Management

Managing art team of up to 14 people.

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

#### Outsourcing

Define pipeline process and asset tasks. Provide feedback.

Import assets into system.

#### Coordination

Worked in partnership with other departments.

### Software

Houdini, Python, 3D Studio Max, Max Script, Photoshop, Zbrush, Vue, Speed Tree, Shader FX, LithTech, Unreal Engine, Maya, Perforce, C#, PIX, Unity, Substance Toolset.

## Work Experience (Continued)

### Educational Work

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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  
Guest Lecturer

3D Game Skill Standards  
Advisory Subject Matter Expert

### Landscape Architectural Work

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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
Digipen, Continuing Education	Introduction to 2D Game Programming with XNA	2012