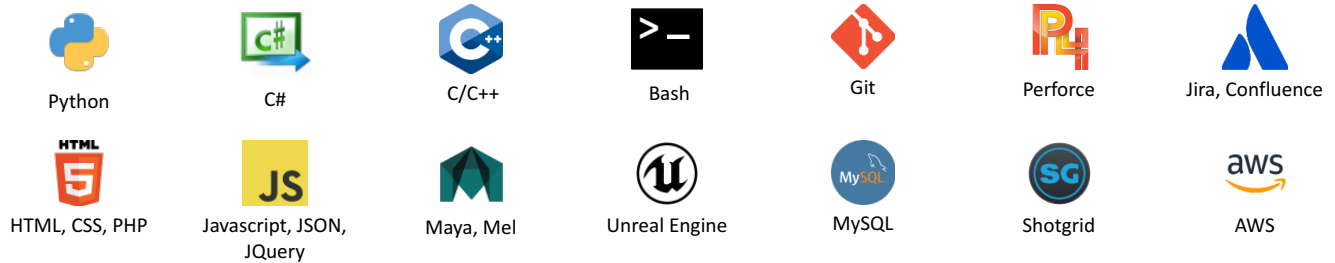


Matt Harper

mattgraphics.com
ca.linkedin.com/in/maharp

Technical Skills:



Recent Experience:

Bron Studios (June 2022 – Present)

Generalist Technical Director

- Create tools for rigging and animation departments
- Troubleshoot Unreal ingestion issues

Beamdog - MythForce (November 2021 – February 2022)

Technical Artist

- Created procedural HUD icons using render targets
- Troubleshoot shader and lighting issues

Method Studios - Call of Duty: Vanguard (May 2021 – November 2021)

Unreal Pipeline Technical Director

- Created Maya animation to Unreal export tools
- Created asset validation suite
- Setup of Git repositories
- Unreal Game Sync setup

2K Games (Cloud Chamber) - BioShock (May 2020 – May 2021)

Technical Artist

- Created pipeline and workflow tools for Unreal, Maya, Substance Painter, and Perforce
- Setup Shotgun and Shotgun event daemon
- Setup of Shotgun to Jira task bridge
- Integrated Shotgun into existing tools

Barnstorm VFX (June 2019 – May 2020)

Senior Pipeline Developer

- Setup and maintenance of Git repositories
- Reviewed and merged pull requests from TDs
- Created pipeline tools including publishing, referencing, set dress and browsing tools
- Created and maintained custom Amazon Machine Images

- AWS and Deadline maintenance

Vancouver Film School (June 2019 – February 2020)

Instructor - Javascript and jQuery, Portfolio development

- Taught a college level programming course for designers
- Created and graded assignments
- Ran a workshop for portfolio development

Rainmaker / Mainframe Studios (June 2018 – June 2019)

Pipeline Technical Director

- Developed environment setup and deployment tools
- Created Substance Designer and Painter asset browser and publishing tools
- Render farm stats reporting and graphing, render cost analysis

Electronic Arts – Star Wars (canceled), Plants vs. Zombies: Battle for Neighborville (July 2017 – June 2018) Technical Artist

- Created nightly automated light baking pipeline
- Optimized and refactored automated validation suite
- Created RealityCapture to Zbrush workflow

Atomic Cartoons – Super Dinosaur (October 2016 - July 2017)

Pipeline Software Engineer

- Created tools for new CG pipeline, including referencing tools, asset browser and set dress tools
- Created animation tools including FK / IK match, pick walking tools and hotkey editor
- Contributed to render farm and Shotgun APIs

Electronic Arts – FIFA 17, FIFA Mobile (November 2015 – September 2016)

Technical Artist

- Made scripts to find, fix and re-integrate problem assets
- Created batch scripts to automate Maya, Photoshop and Perforce operations on a large number of assets
- Created validation and engine integration tools for artists

Ultimate Music Cruises – 70,000 TONS OF METAL (January 2014 - October 2015)

Web Designer and Graphic Artist, Press contact worldwide

- Updated website to responsive design, migrated content to Wordpress
- Created print and web advertisements for major publications around the world
- Created branding for tour buses, lighters, sunscreen bottles, banners and flyers
- Negotiated press deals

Education:

Game Design - Vancouver Film School (August 2012 – August 2013)

- Diploma in Game Design with a focus on programming and art

Computer Science - University of New Brunswick (September 2007 – April 2010)

- Accepted into co-op program based on academic achievement

3D Art and Animation - Center for Arts and Technology (October 2005 - November 2006)

- Diploma in 3D Modeling and Animation