

# Matt Harper

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## Experience

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### Prodigy Education (July 2025 – January 2026)

#### Senior Technical Artist

- Created editor and pipeline tools to support projects across multiple game engines and platforms
- Implemented Figma to Unity bridge
- Created tools for editing Spine atlases and converting to sprite sheets

### Ubisoft Toronto - Splinter Cell (June 2023 – February 2025)

#### Technical Director – Characters

- Spearheaded the implementation of Ubisoft's first AI generative character pipeline
- Created tutorials and documentation for tools, pipelines and outsourcing support
- Shader and material look development
- Profiled characters and created technical budgets
- Responsible for direct reports from Rigging and Character Tech Artists, performance reviews, interviewing and hiring

### BRON Studios (March 2022 – June 2023)

#### Generalist Technical Director

- Created tools for retargeting motion capture animation, rig building, FK/ IK matcher, space switcher
- Maya and Unreal pipeline support for Rigging and Animation departments on three ongoing productions

### Beamdog - MythForce (November 2021 – February 2022)

#### Technical Artist

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

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

#### Unreal Pipeline Technical Director

- Built, owned and maintained asset conversion and validation pipelines
- Created Maya animation to Unreal Sequencer pipeline

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

#### Technical Artist

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

### Barnstorm VFX (June 2019 – May 2020)

#### Senior Pipeline Developer

- Reviewed and merged pull requests from TDs

- Created pipeline tools including publishing, referencing, set dress and browsing tools
- Built and maintained Amazon Machine Images for rendering
- AWS and Deadline render farm support

### **Vancouver Film School (June 2019 – February 2020)**

#### **Instructor - Javascript and jQuery, Portfolio development**

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

### **Rainmaker / Mainframe Studios (June 2018 – June 2019)**

#### **Pipeline Technical Director**

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

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

#### **Technical Artist**

- Implemented Poisson Surface Reconstruction algorithm to build meshes from photogrammetry point cloud data, enabling artists to create realistic landscapes from photographs
- Created nightly automated light baking pipeline
- Optimized and refactored automated validation suite

### **Atomic Cartoons – Super Dinosaur (October 2016 – July 2017)**

#### **Pipeline Software Engineer**

- Created referencing and set dress tools, an asset browser, FK / IK matcher, and playblast tools
- Contributed to render farm and asset tracking APIs

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

#### **Technical Artist**

- Made scripts to find, fix and re-integrate assets with shading, skinning, naming issues, missing or broken texture maps, etc.
- Created batch scripts to automate Maya, Photoshop and Perforce operations on a large number of assets

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

#### **Web Designer and Graphic Artist, Press Contact**

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

## **Education**

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### **Unreal Fellowship for Games – Epic Games (March 2025 – April 2025)**

- Certification

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

- Diploma in Game Design

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

- Completed two co-op placements

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

- Diploma in 3D Modeling and Animation