

Matt Antoski

SENIOR TECHNICAL ARTIST

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OBJECTIVE:

To obtain a position in a leading technology company that challenges my technical and team leading skills.

QUALIFICATION:

16+ years in a professional 3D development/production role.

5 years in a Management role.

5 years in an Art Lead role.

11 years experience in real-time technologies.

Software

Maya, 3DSMAX, Houdini, Mudbox, Zbrush, MotionBuilder, Photoshop, Illustrator, After Effects, Agisoft

Game Engine

Unity, Unreal 3, GameCore, Cube 2 Sauerbraten, Bioware's Aurora, Torque, Papervision

Technology

C#, Python, JavaScript, MEL, Max Script

PROFESSIONAL EXPERIENCE:

Rockstar Games Senior Technical Artist

2018-Present

Responsibilities:

- Create standalone and DCC application production tools to support new facial pipelines.
- Support and create tools for the photogrammetry pipeline.
- Research and develop new technology focused on animation for future titles.
- Rewrite and port legacy tools

Disney Interactive Senior Technical Artist

2012-2018

Responsibilities:

- Lead and direct the 3D production team.
- Build, optimize and ongoing improvements for character and inventory pipeline, animation, rendering, particles and rigging.
- Provide support to artists and team – ensured art and animation are not compromised by the limitations of technical processes.
- Diagnoses problems in 3D pipeline and actively works to resolve – develop tools to support the pipeline and improve workflow.
- Optimizes content for performance gains – development of 3D content creation guidelines and enforces them with the team.

Projects: Club Penguin 2.0, Disney Pirates Online, Club Penguin Sled Racer, Club Penguin Island, Club Penguin Puffle Wild

Vision Critical Manager, 3D Development

2007-2012

Responsibilities:

- Manage 3D Development team.
- 3D pipeline and custom tool development.
- Participate in and run meetings, reviews and planning with the team and outsourcing studios.
- Respond to Request For Proposal (RFP) and package the team's services into a written bid.
- Provide detailed internal and external project quotes.
- Prototype emerging technology.
- Maintain render farm servers.

Projects/Clients include: Coke, Pepsi, Wrigleys, Bestbuy, Verizon, LG

Waterplay Manufacturing Creative Director

2005-2007

Responsibilities:

- Conceptualize new line of Waterplay components.
- Observe emerging trends in advertising and promotion and liaise with the Marketing team.
- Convert existing AutoCAD files to enable implementation with Maya.
- Design and manage new art and 3D pipeline.
- Produce custom 3D renderings for potential clients.
- Research, information gathering and implementation
- Track progress of projects, ensure they are on time and on budget and report directly to the CEO.

Codebaby Corp. (division of Bioware) 3D Technical Artist

2004-2005

Responsibilities:

- Model, texture, rig and animate low poly 3D characters.
- Animation Library Upgrade – Animated 70,000 frames of new character animation.
- Engine Update Project – Wrote new engine exporting scripts (maxscript) for Bioware's Aurora Engine.
- Website Version 3 Project – Modeled and Textured a new characters for Codebaby's website.
- Character Library Cleanup Project – Reduced "polygon count" on models for real time optimization.
- Mocap R&D project – Worked with Bioware on a Mocap solution for Codebaby. Knowledgeable in all aspects of motion capture from capturing an actor using Eagle Digital System, to cleaning up animations in Motion Builder and Character Studio, to final export into the *Engine*.

Projects/Clients include: Jade Empire (PC), Bell Sympatico, Fountain Tire, TacoBell, VTN,CNG, AMA (Alberta Motor Association).

Burning Dog Lead 3D Artist

2003- 2005

Responsibilities:

- Modeling, Texturing, Rigging, Lighting, Animating, Rendering, Recruiting
- Mentor other artists in processes and procedures.

Projects:

Untitled Game (PC) (Game never completed), BioMS Website (Real-time 3D Interactive Site).

EDUCATION:

The Art Institute of Vancouver (formerly Center for Digital Imaging and Sound)

- Character Animation Program