

Matt Schwartz

VFX Artist

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Portfolio: <http://mattschwartzfx.com/>

PROFESSIONAL EXPERIENCE

Senior VFX Artist – Riot Games

Oct2018 – Present

R&D Project

- Responsible for building team through hiring, vetting and mentoring FX Artists
- Created shaders, materials and hand painted textures
- Worked with Level Designers to create FX according to gameplay needs
- Collaborated with teams to realize tutorial and UI FX
- Worked with Art Directors and Lead Artists to always raise bar for art style
- Coordinated with teams to help realize FX goals and schedule ahead of upcoming team needs
- Collaborated with Artists to solve technical issues

VFX Artist – Ubisoft Toronto

Mar2015 – Oct2018

Starlink: Battle for Atlas (PS4, XboxOne, Switch)

- Created shaders and materials for use in FX
- Collaborated with team to realize gameplay FX
- Created hand painted textures in Photoshop and After Effects
- Worked with Art Director and Lead Artists to finalize cinematics and gameplay beats
- Collaborated with Artists to solve technical issues

Far Cry 5 (PS4, XboxOne, PC)

- Lead Toronto VFX
- Managed team members, scheduled workload and mentored Junior Artists
- Coordinated VFX with related departments to realize cinematic and gameplay needs
- Produced high resolution vfx for in engine cinematics
- Created and maintained shader and material library for VFX
- Worked with Level Designers to create VFX according to gameplay needs
- Created textures in Photoshop and After Effects using simulations from Real Flow and Fume FX
- Worked with Art Director and Lead Artists to finalize all cinematics and gameplay beats for our mandate
- Created rigid body simulations for use in explosions and collapsing buildings with Rayfire
- Collaborated with Artists to solve technical issues arising in all departments

For Honor (PS4, XboxOne, PC)

- Produced high resolution vfx for in engine cinematics
- Created textures in Photoshop and After Effects using simulations from Real Flow and Fume FX
- Scripted complicated events requiring precision timing for use in cinematics
- Created rigid body simulations for use in explosions and collapsing buildings with Rayfire and Realflo
- Worked with Art Director to realize E3 cinematics under tight deadline
- Worked with Art Director and Lead Artists to finalize all cinematics for our mandate

Watch_Dogs 2 (PS4, XboxOne, PC)

- Lead Toronto VFX
- Create and implement assets for missions during gameplay and cinematics
- Created and implemented scripted event VFX
- Created textures in Photoshop and After Effects using simulations from Real Flow and Fume FX
- Created and maintained shader and material library for VFX
- Coordinated with departments related to VFX needs and to realize cinematic and gameplay needs
- Worked with Level Designers to create VFX according to gameplay needs for specific missions
- Worked with Art Director to realize final mission ending cinematics and gameplay FX

Far Cry Primal (PS4, XboxOne, PC)

- Team was tasked with creating Open World, Gameplay and Cinematic VFX
- Created procedural VFX for the Open World
- Worked with Cinematics team to create and integrate VFX based on direction
- Worked with Level Designers to create VFX according to gameplay needs
- Monitored and profiled memory usage across Open World and Procedural FX to make sure within budget
- Gave periodic updates to Producer and Art Director and adjusted assets and effects according to feedback

Development QC – Ubisoft Toronto

Feb2013 – Feb2015

Assassins Creed: Unity (PS4, XboxOne, PC)

Assassins Creed IV: Black Flag (PS4, XboxOne, PS3, Xbox360, PC, WiiU)

Splintercell Blacklist (PS3, Xbox360, PC, WiiU)

- Development QC responsible for world art metrics and test case creation. Ensuring world consistency through correct art metrics usage, working with Technical Directors and Artists to evaluate correct art metrics usage and consistency.

VFX Artist – Ironbelly Studios

Jan2012 – Feb2013

Arena of Champions (PC)

Jeklynn Heights (PC)

Arena of Heroes (PC, iOS)

- Created various visual effects for Unity and UDK to be used for PC and later, iOS. These consisted of sprite sheets either painted in Photoshop or generated from fluid and particle simulations in 3dsMax or mesh effects modeled in 3dsMax which were then used in character effects and spells.

VFX Artist - Tavern Games

Oct2012 – Jan2013

Noverat (PC, iOS)

- Created various visual effects for UDK and UDK mobile to be used for PC and iOS. These consisted of sprite sheets generated from fluid and particle simulations and from textures painted in Photoshop for in game particle effects and materials. These were then used to populate levels.
- Was responsible for interpreting and creating concept and reference materials
- Worked with team members to create realistic solutions to problems and give feedback.

VFX Artist Intern - Side Effects Software

May2012 – Oct2012

- Created various game optimized visual effects in Houdini for UDK to be used for promotional material. These consisted of sprite sheets generated from fluid and particle simulations and from textures in Photoshop for in game particle effects and materials. These were then used to populate levels.
- Created film quality visual effects for use in promotional material at Siggraph 2012 using cloth, fluid and particle simulations.
- Worked with team members to create realistic solutions to problems and give feedback.
- Gave periodic updates to project managers and adjusted assets and concepts according to their feedback.

EDUCATION

**George Brown College - Toronto, ON (Ontario College Advanced Diploma)
2010 -2012**

- Game Development specializing in animation and effects

TECHNICAL SKILLS

3DS Max, Maya, Houdini, Photoshop, FumeFX, After Effects, Zbrush, Substance Designer, Quixel Tools, Unreal, Unity, Anvil, Dunia, Perforce