Matt Graczyk   Environment & Prop Artist

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Software Proficiency

Maya • Zbrush • Photoshop • Quixel Suite • Unreal 4 • Unity • UDK • Xnormal
Handplane • World Machine • Marmoset Toolbag • UVLayout • Speed Tree • Tortoise SVN

Primary Skills

- Realtime environment construction
- High to Low poly normal map creation and baking
- Modular asset kits
- Zbrush prop, tiled texture, and environment asset sculpting
- Material creation in Unreal
- Terrain heightmap generation with Zbrush and World Machine

Other Skills

- Experienced at working with current-gen PBR materials, lighting, engines, and tools
- Familiar with asset management and source control tools such as Tortoise SVN
- Experienced with creating and importing assets for modern game engines (UE4, Unity)
- Willing and able to learn new skills, techniques, and software
- Able to excel in a team environment and work closely with other disciplines to achieve goals

Professional Experience

Strength In Numbers Studios | July 2015 – Sep 2016

Environment Artist – Tuebor (PC, 2016)

- Worked closely with concept artists and environment lead to create high quality models
- Modeled, sculpted, baked, and textured high resolution in-game assets for UE4
- Responsible for creating environment textures and modular kits from scratch and defining large parts of individual levels
- Environment set dressing and detail work
- Created environment backgrounds and scenery, utilizing World Machine and Zbrush

Environment Artist – Loops of Zen (Mobile, 2016)

- Part of a small team that created mobile puzzler Loops of Zen in under a month
- Helped to define the game's style and environment look and feel
- Created environment art and backgrounds for areas of the game

Reactor Zero | Sep 2014 – Apr 2015

Environment Artist – Rustbucket Rumble (PC, 2015)

- 2 person art team. I was responsible for all environment, props, FX, and assorted 3D work
- Took direction and concepts from my Art Lead and was responsible for turning these ideas into fully realized platforming game spaces
- Developed a hand-painted style with my Art Lead that allowed us to iterate quickly while creating a distinctive look

College for Creative Studies | Jan 2014 – July 2015   +   Sep 2016 – Jan 2017

Adjunct Professor – Intro to Maya course

- Taught Introductory Maya courses focusing on 3D Modeling, Texturing, Lighting and Rendering, Rigging, and Animation

Adjunct Professor – Advanced 3D Environments course

- Utilized Arnold render for Maya and Unreal 4 to create highly detailed, rendered environments
- Taught techniques for foliage and tree creation, Zbrush environment sculpting, vertex painting textures, and material creation with UE4

Reactor Zero | July 2012 – Feb 2013

Junior Environment Artist - Interactive Training Tools

- Created 3D assets and environments for training tools and interactive engineering sandbox environments for defense clients
- Worked closely with programmers and designers to create environments and props
- Designed UI systems using HTML, CSS, and Photoshop

Education

College for Creative Studies | 2009 - 2012
Bachelor of Fine Arts, Entertainment Arts