

Matt Graczyk • Environment Artist

Los Angeles, CA
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Software Proficiency

Maya, Zbrush, UE4, Unity, World Machine, SpeedTree

Substance Painter, Photoshop, Quixel, Xnormal

JIRA, Perforce

Education

College for Creative Studies
2009 - 2012

Bachelor of Fine Arts
Entertainment Arts

Professional Skills

- Building realtime environments and modular asset kits efficiently while maintaining consistent direction.
- Experienced at working with current-gen PBR materials, lighting, engines, and tools.
- Flexible, and eager to learn new skills, techniques, and software.
- Excels in a team environment and is passionate about working cross discipline.
- Organized and self-motivated.
- 6 years experience creating environments and props in modern game engines.

Professional Experience

Environment Artist

Method EXP | June 2017 – Current

Unannounced Projects (iPhone, Android, PC, VR/AR), Robin Hood VR (Android, 2018)

- World building, high and Low poly hard surface, texture and material creation, environment shaders.
- Worked with Art Director/Supervisors to create assets for VR/AR experiences that maintain visual targets across multiple projects while retaining high performance.

Environment Artist

Strength In Numbers Studios | July 2015 – Sep 2016

Tuebor (PC, 2016), Loops of Zen (iPhone, Android, 2016)

- World building, high and low poly hard surface models, organic modeling, material creation, and set dressing.
- Worked with AD to maintain art and environment optimization across all maps.
- Led junior artists and created technical and workflow documentation for best practices.

Environment Artist

Reactor Zero | Sep 2014 – Apr 2015

Rustbucket Rumble (PC, 2015)

- World building, environment modeling, props, FX, and additional 3D work.
- Developed and helped maintain a consistent style for environments.

Adjunct Professor

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

Adjunct Professor – Advanced 3D Environments

- Created syllabus guiding students through creating efficient game environments in UE4.
- Taught techniques for tiling and trim texture creation, modular asset kit creation, realistic texturing, foliage and trees, Zbrush prop sculpting, and shader creation with UE4.

Environment & Prop Artist

Reactor Zero | July 2012 – Feb 2013

Interactive Training Tools

- Created realistic 3D assets and environments for training tools and interactive sandbox environments for defense clients.

