

Matt Schwartz

Lead/Senior VFX Artist

Experience

Jun 2020-
Current

- **Lead VFX Artist | Riot Games - Los Angeles, CA**
 - **Legends of Runeterra (PC, iOS, Android)**
 - Structure team through hiring and mentoring FX, Concept, Animation, Modeling, Outsource Artists
 - Team building and creating development plans with direct reports
 - Created updated styleguides and set all art targets for Gameplay Realization
 - Directing concept and style for gameplay and cinematics
 - Developed cinematic pipeline for enabling pre rendered levelup animations in game with Tech Team
 - Worked with Designers to align on gameplay needs for all Gameplay Art
 - Developed team structure for gameplay to leverage cinematic pipeline across product
 - Directed artistic output internally and externally through paintovers and strategic R&D
 - Built relationships with external partners and directed artistic output

Oct 2018-
Jun 2020

- **Senior VFX Artist | Riot Games - Los Angeles, CA**
 - **Legends of Runeterra (PC, iOS, Android)**
 - Building team through hiring and mentoring FX Artists
 - Created shaders, materials and hand painted textures for use in particle systems and meshes
 - Worked with Designers to align on gameplay needs for FX
 - Collaborated with teams to realize gameplay, personalization and UI FX
 - Worked with Art Directors and Lead Artists to develop cohesive art style and style guides
 - Helped set standard working practices and FX art targets for internal and external Artists
 - Coordinated with teams to help realize FX goals and schedule
 - Collaborated with Tech and Artists to solve technical issues

Feb 2015-
Oct 2018

- **VFX Artist | Ubisoft Toronto - Toronto, ON**
 - **Starlink: Battle for Atlas (PS4, XboxOne, Switch)**
 - Created FX for open world, gameplay and cinematics
 - Developed shaders and materials for use in FX
 - Created hand painted textures in Photoshop and After Effects
 - Collaborated with Artists to solve technical issues
 - **Far Cry 5 (PS4, XboxOne, PC)**
 - Lead Toronto VFX team to create VFX for cinematics and gameplay
 - Managed team members, scheduled workload and mentored Junior Artists
 - Created and maintained shader and material library for VFX
 - Worked with Level Designers to create gameplay VFX
 - Created textures in Photoshop and After Effects using simulations from Real Flow and Fume FX, rigid body simulations with Rayfire
 - Collaborated with Artists to solve technical issues and profiling budgets
 - **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 destructible and systemic events for use in cinematics
 - Created rigid body simulations for use in explosions and collapsing buildings with Rayfire and Realflow
 - Worked with Art Director to realize E3 cinematics under tight deadline
 - **Watch_Dogs 2 (PS4, XboxOne, PC)**
 - Lead Toronto VFX team to create and implement VFX 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
 - 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 with scattering in Houdini
 - Created textures in Photoshop and After Effects using simulations from Real Flow and Fume FX
 - Monitored and profiled memory usage across Open World and Procedural FX and helped establish budget

Feb 2013-
Feb 2015

- **Development QC | Ubisoft Toronto - Toronto, ON**
 - **Assassins Creed: Unity (PS4, XboxOne, PC)**
 - **Assassins Creed IV: Black Flag (PS4, XboxOne, PS3, Xbox360, PC, WiiU)**
 - **Splinter Cell: Blacklist (PS3, Xbox360, PC, WiiU)**
 - Development QC responsible for world art metrics and test case creation
 - Working with Technical Directors and Artists to evaluate correct art metrics usage and consistency

Jan 2012-
Feb 2013

- **VFX Artist - Freelance | Various Companies - Toronto, ON**
 - **Arena of Champions (PC)**
 - **Jeklynn Heights (PC)**
 - **Arena of Heroes (PC, iOS)**
 - **Noverat (PC, iOS)**
 - Created various visual effects for Unity and UDK to be used for PC and iOS
 - Was responsible for creating concept and reference materials

May 2012-
Oct 2012

- **VFX Artist Intern | SideFX Software - Toronto, ON**
 - **Siggraph 2012**
 - Created various game optimized visual effects in Houdini and UDK to be used for promotional material
 - Created film quality visual effects for use in promotional material at Siggraph 2012 using cloth, fluid and particle simulations

Contact

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Software

Tools

- Maya ● Houdini ● 3DS Max
- Photoshop ● After Effects
- Substance Designer ● Quixel Tools
- FumeFX ● Embergen ● Rayfire
- Unreal ● Unity ● Dunia ● Anvil
- Perforce ● Git ● Jira ● Airtable

Education

2010-
2013

- **George Brown College
Ontario College Advanced Diploma**
 - Game Development
 - Specializing in 3D Animation

Publications

2018

- **Interview with 80.lv**
 - From Realism to Stylization:
Game VFX Production

2020

- **Realtime VFX Podcast Interview**
 - Keeping It Real With Matt Schwartz