

MATT@ATOMIC-MONSTER.COM

Matt Lucas

SKILLS

Proficient in industry-standard software including Blender, Photoshop, Substance Painter, Designer, Unreal Engine, Unity Engine, SnapNet and more.

Strong understanding of environment art pipelines and tools development.

Excellent communication and collaboration skills, particularly in remote work environments.

Ability to adapt to new technologies and workflows quickly.

EXPERIENCE

Unannounced Studio – *Sr. Tech Artist / Generalist*

MARCH 2024 - MARCH 2025

- Oversaw the production of the multiplayer side of the vertical slice demo, helping prioritize tasks, bugs and playing tests.
- Worked with designers and engineers to make sure levels and level scripts were setup correctly to work with *SnapNet* for multiplayer.
- Worked with the Art Director and level designer to model, texture and rig a large character model that was a central part of a specific level design.

Accomplishments:

- Learned to use *SnapNet* for *Unreal Engine*.
- Worked with and coordinated with the Game Director who was over seeing the single player aspect of the demo while I was overseeing the multiplayer side.
- Assisted our level designer in building and setting up levels to work in multiplayer.
- Helped with anything that the team needed, from art support, design scripting to helping organize and run production for a specific part of the project.

Harebrained Schemes – *Environment Art Lead*

MAY 2015 - DEC 2023

- Led a small team of artists across multiple shipped titles, providing art direction and production guidance.

- Established and optimized environment art pipelines and tools, significantly enhancing team productivity.
- Demonstrated design and visual concepts swiftly through effective prototyping and conceptualization.

Accomplishments:

- Improved workflows for environment artists by creating tools and pipelines.
- Provided comprehensive art direction, fostering creative growth within the team.
- Developed numerous tools for procedural content creation.

Microsoft – *Level Artist, contract*

2013 - MAY 2015

- Contributed to level art, lighting, cutscene scripting, and terrain design for Project Spark at Microsoft.
- Collaborated closely with the art director and lead artist on significant projects, including an interactive music video/game with Linkin Park.

Accomplishments:

- Artist on Linkin Park's "Guilty all the Same" interactive music video.
- Created levels for "Champions Quest: Void Storm" and various showcase levels for internal and external marketing.

Red Lens Games – *Contract Artist*

2012 - 2013

- Produced concept illustrations and a video trailer for two unannounced games at Red Lens Games.
- Contributed to game pitches, company logo design, and pitch video creation.

Zipline Games – *Contract Artist*

2012 - 2013

- Provided illustration and concept work for two slot machines in Slot Tycoon, including Flash animation for one machine.

Zipper Interactive – *Sr.Environment Artist*

2007 - 2012

- Created level assets and foliage for titles like M.A.G. and Socom 4, demonstrating self-motivation and strong communication.
- Contributed as the sole artist for foliage creation on M.A.G. and Socom 4, and as a level artist for Unit 13 on PS Vita.

Crackpot Entertainment – *Contract Artist*

2006 - 2007

- Transformed level block-outs into final in-game levels for Insecticide, collaborating closely with remote team members.

Microsoft – *Contract Artist*

2006 - 2006

- Served as principal artist and Art Director for the Xbox Arcade game Aegis Wing, meeting tight deadlines and delivering high-quality assets.

Cranky Pants Games – *Sr.Environment Artist*

2002 - 2006

- Engaged in various aspects of game development, including effects, tool scripting, level lighting, and environment modeling/layout.

Boss Game Studio – *Sr.Environment Artist*

2000 - 2002

- Contributed to racing game development for the original Xbox and participated in Dreamcast title conceptualization.

Sierra On-Line – *Environment Artist*

2000 - 2000

- Built levels for Swat 3: Elite Edition, contributing to layout, modeling, texturing, and lighting.

EDUCATION

Digi-Pen, Redmond – *No Degree, began working at Sierra On-Line*

1999 - 2000