

CALIN MATNEY



Bellevue WA



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PROFESSIONAL SUMMARY

Technically an artist but artistically technical. I thrive on finding solutions and empowering others, whether it's in mentoring Jr team members, building out pipelines, exploring new technologies or prototyping new features and ideas. I am happiest when I am challenged and I strive to maintain a balance between leadership and individual contribution.

What I've Done/Do

- Lead a multi-location/multi-project team of tech-artists
- Work with cross-discipline leadership to set best practices
- Build out pipelines and tools to empower developers
- Create and maintain shaders and material libraries
- Create and maintain fx libraries
- Work with Art, Eng and Design to implement everything from prototypes to new features.
- Investigate and implement new technologies, pipelines and features
- Continuously evaluate and improve performance

EDUCATION

Associate of Applied Arts

Digipen - Redmond, WA

WORK HISTORY

Principal Technical Artist, 12/2022 - Present

TiMi Studios, Remote (Bellevue, WA)

Sr Technical Artist, 09/2021 - 12/2022

Phoenix Labs, Remote (Bellevue, WA)

Lead Technical Artist, 11/2016 - 09/2021

Niantic Labs, Bellevue, WA

Sr Technical Artist, 04/2015 - 11/2016

Bungie, Bellevue, WA

Lead Technical Artist, 03/2014 - 04/2015

Amazon Game Studios, Seattle, WA

Technical Artist, 06/2012 - 03/2014

Airtight Games, Redmond, WA

Sr Environment Artist, 02/2006 - 06/2012

Zipper Interactive, Redmond, WA

Environment Artist, 05/2005 - 03/2008

Mythic Entertainment, Herndon, VA

Environment Artist, 07/2004 - 04/2005

SCEA, Bend, OR

PORTFOLIO

www.calinmatney.com

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SKILLS

Soft

- Team leadership and mentorship
- Establishing and maintaining best practices
- Cross-team collaboration
- Rapid prototyping

Hard

- Unity, Unreal
- Maya, Max, Blender, Houdini
- Photoshop, Substance Designer
- C#, C++, Python, MEL, Java, HLSL