Matthew Bell

Game developer who's self-taught & self-motivated with several years of experience ranging across AAA, mobile and even education! I have always had a strong interest in video games and in particular the technical art aspects involving lighting, rendering, shading and tools. My goal is to work with creative and ambitious studios on exciting projects.

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WORK EXPERIENCE

ABU DHABI, UAE	2012- (PRESENT)

twofour54 Gaming Academy
Head of Gaming Academy

The Gaming Academy is an initiative of twofour54 to help stimulate talent growth in the creative industries, in particular video games.

- Integrated systems and procedures into the learning environment that mimicked a small development studio – such as version control, task tracking and scrum/agile methodologies
- Working relationship with Ubisoft Abu Dhabi staff to collaborate and manage involvement with classes & workshops
- Strong focus on practical/vocational training utilizing tools such as Unity/3dsMax/Photoshop
- Designed, maintained and delivered curriculum with a flexible approach to maximize adaptability to current development trends and practices
- Student progress and expectation management through review and consultation sessions
- Outreach efforts to local universities to promote the course and games development as a career opportunity

BRISBANE, AUSTRALIA	2011-2012

Un-announced mobile titles
Founder, Technical Artist, C# Programmer

Flame Shark was a mobile games start-up I spearheaded in an attempt to enter the casual games market. The studio was alive for about 2 years though did not bring any products to market.

- Company registration/setup/reporting procedures
- Project documentation development and maintenance for technical, design and art
- Team management and task delegation
- Heavy C# and Unity development with a focus on the mobile and tablet space
- Gameplay programmer role designing and implementing gameplay mechanics in C#
- Performance profiling for mobile devices to ensure builds ran smoothly on target devices
- Technical artist role to establish asset pipelines and author shaders and tools to assist development

BRISBANE, AUSTRALIA	2011-2012 (CASUAL/CONTRACT)

Qantm College
Lecturer, Tutor

- Student mentoring and consultation on projects and assessment
- Student grading and marking in line with the provided curriculum
- Development of lecture and tutorial/workshop content

SINGAPORE   2009-2010

Assassins Creed : Brotherhood
Senior Technical Artist / Senior Artist / Lighting Artist / FX Artist

Prince of Persia : The Forgotten Sands
Assistant Technical Art Director

Assassins Creed 2
Assistant Technical Art Director

- Technical role responsible for performance of AAA content on Xbox360 & Playstation 3 consoles
- Daily profiling of performance heavy assets such as environments to assess their cost (memory/fillrate)
- Educate and delegate performance improving tasks to art team to keep assets running fast on target SKU's
- Introduce new staff to internal tools, technology and processes at Ubisoft
- Establish myself as the go-to guy for technical and performance related questions for the art team
- Surgical scene deconstruction *(using PIX and other tools)* to expose hard to find performance issues
- Lighting role on many environments to assist art team with milestones
- Environment artist role where I would embrace the entire process *(textures, mesh, lighting, profiling)*
- Pre-production work on ocean shading technology for Assassins Creed 3

KROME STUDIOS
BRISBANE, AUSTRALIA   2006-2009

Star Wars : The Clone Wars : Republic Heroes
Generalist/Senior Artist & Technical Artist

Star Wars : The Clone Wars : Lightsaber Duels
Lead Environment Artist

Hellboy :The Science of Evil
Senior Environment Artist

- Environment art roles taking on daily tasks of architectural and landscape construction
- Lead role managing team of environment artists
- Playstation 3 / Wii / Xbox360 development experience
- Efficient modelling techniques to ensure speed of development but also rendering performance
- Profiling of environments to expose areas of low performance and delegation of tasks to rectify
- Authoring of shaders and required materials and textures when needed
- Technical skills development through the creation of tools and shaders
- Generalist role *(props/textures/lighting)* as the projects required

MELBOURNE, AUSTRALIA   **2004-2006**

Tribal Clash / Retribution
Lead Artist, Shader Artist

U235 was a small start-up studio in Melbourne, Australia. Due to the very small team size I took the initiative to learn technologies where these skills were absent from the team. After a pitching round in Lyon, France was unsuccessful we ceased production.

- Learnt C# and HLSL as a necessity due to no dedicated tools/shader programmer
- Pitched the projects in Lyon, France with Producer to potential investors at Game Connect 2005
- Responsible for all art and managed/mentored other staff members
- Built all environment art including creation of all materials, textures and effects
- Managed outsourcing of assets with reviews and quality control
- Continued research into the engine code (C++) and implemented shadow mapping and other enhancements

BRISBANE, AUSTRALIA   **2003-2004**

Secret Service 2
Environment Artist, Texture Artist

First foray into the professional realm of the games industry! This was a low-budget studio charged with developing an Activision Value game. My role as an environment artists included the modelling and surfacing of world props and geometry including material creation *(and all maps required)*. In the closing months I was also tasked with AI setup and lighting.

EDUCATION & SKILLS

University of Queensland CSEE 2004
Bachelor of Information Environments

| Art	Technical	Project
• 3D and 2D content creation • Game art pipelines • Strong environment art skills • Good eye for colour and shape • Experienced in 3dsMax/Photoshop • Strong art optimisation skills	• C# gameplay/tools • Shaders • Problem solving • Lighting • Performance Profiling • Rendering pipeline	• Team Management in Lead roles • Task delegation • Training / Lecturing experience • SVN/source control • Task tracking and delegation

EXTRA ACTIVITIES

HOBBY PROJECTS

As video game development is not just a day job for me, I am constantly engaging myself in personal projects or group projects with other colleagues. This keeps my skills fresh whilst allowing me to explore certain areas of development that may not be part of my primary duties at work. These projects may range from an environment scene to small prototypes in Unity.

PHOTOGRAPHY

Photography is an activity I actively engage in as I find it offers both relaxation and excitement depending on what you are trying to capture. Pursuing this hobby both technically and aesthetically has helped tone my digital art skills as it helps me to appreciate object form, silhouettes, lighting and framing which, in games development, translates directly to scene quality with regards to those aspects.
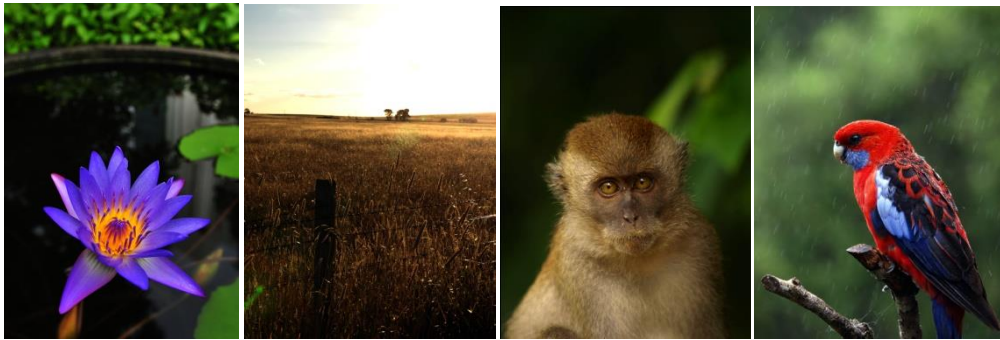
AUTO-MECHANICS

I began to have an interest in mechanics about 2007 and subsequently purchased a roaring V8! I found the technical challenges involved with fixing problems, albeit small, was fun and engaging and I often found many parallels with combustion engine design and game engine design! I guess the principles of engineering hold true in most fields where they are applied!

MUSIC

Music has been a part of my life for many years with my mother being a music teacher. I play a few instruments and have played in many bands often touring and recording with them. My instrument of choice is drums and I continue to get practice in when I can.