

## MATT OZTALAY

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### GAME DEVELOPMENT EXPERIENCE

**Senior Technical Artist**, Certain Affinity, Austin, TX February 2013 - Present

- Maintained game performance and memory standards across last-gen and current-gen titles
- Supported content creation and design teams across five game engines
- Designed and implemented major and minor gameplay features for multiplayer FPS franchises
- Promptly reacted to support requests from art and design teams
- Facilitated smooth transition from 7th to 8th generation console development
- Assisted multiple prototyping and R&D efforts with animation, design, and scripting expertise
- Developed standalone and DCC tools to improve workflows among art and VFX teams

**Associate Technical Artist III**, Vigil Games, Austin, TX, August 2011 – January 2013

- Applied Maxscript and Python scripting knowledge, automated complex art-related tasks
- Scripted more than 60 tools and features for 58 person team, saving 2.5 man-hours daily
- Collaborated with tools programmers, helped develop new game editor features
- Laid Vigil Tech Art infrastructure foundations including guidelines for bug-tracking and process
- Promptly responded to requests for tools and troubleshooting support from multiple disciplines

**Environment Art Intern**, Volition, Inc., Champaign, IL, June 2010 – August 2010

- Quickly generated more than 35 environment art assets that enhanced player experience on *Saints Row the Third*
- Rapidly adapted to 3DS Max 2010 and proprietary game engine, developed artwork optimized for Xbox 360
- Coordinated with Technical Art staff to successfully resolve engine and pipeline issues
- Implemented critique and improved artwork based on reviews from senior and lead artists
- Effectively prioritized content-creation tasks using Hansoft project management software

### SOFTWARE PROFICIENCIES

Unreal Engine 4	Maya	3ds Max	Python	Maxscript
Photoshop	Perforce	xNormal	Substance	Houdini
Unity 5	C#			

### GAME CREDITS

*Call of Duty: Modern Warfare Remastered*

*Call of Duty: Ghosts Devastation DLC*

*Halo 4: Bullseye Map Pack*

*Darksiders II: Demon Lord Belial DLC*

*Darksiders II*

*Halo: The Master Chief Collection*

*Call of Duty: Ghosts Onslaught DLC*

*Darksiders II: Argul's Tomb DLC*

*Darksiders II: The Abyssal Forge DLC*

*Saint's Row the Third*

### EDUCATION

Ringling College of Art and Design, Sarasota, FL

August 2007 – May 2011

Bachelor of Fine Arts, Game Art & Design

Minor, Business of Art and Design

**Portfolio and References available upon request**