
Matt Heiniger

Senior Technical Lighting Artist

(206) 661-7621

matt@mheiniger.com

ABOUT

I am a Technical Artist with 16+ years of industry experience based in Seattle. I have previously worked at Undead Labs, Warner Bros / Monolith / Surreal, Handheld Games, and am currently employed as a Technical Artist at Midwinter Entertainment. I gravitate toward lighting, but also work with shaders, photogrammetry, tools development, art pipeline, vfx, and prototyping. Above all, I specialize in versatility. As a Technical Artist on a small(ish) team, my day to day tasks can vary wildly between art production, tools development, and technical support.

EXPERIENCE

Midwinter Entertainment - *Senior Technical Artist, Lighting/Shading*

April 2020 - Present

“Scavengers”, Xbox One / PC

- Built the dynamic Time of Day system from the ground up
- Lighting art direction and implementation
- Shader creation and optimization
- Memory audits
- Collision
- Storefront asset capture tool
- Marketing screenshot pipeline

Undead Labs - *Senior Technical Artist*

June 2012 - March 2020

“State of Decay 2”, Xbox One / PC

- Lighting art direction and implementation
- Real-time Time of Day system
- Third party software support
- Photogrammetry pipeline creation
- Head scanning over 250 people
- Master shader library creation and maintenance
- Vehicle deformation system

“Moonrise”, iOS / Android / PC

- Lighting and post processing, weather system
- Dynamic character combiner
- Dynamic portrait capture system
- Memory profiling and asset policing
- Dynamic spell icons, UI implementation
- Shaders

“State of Decay”, Xbox 360 / Xbox One / PC

- Interior light volumes
- Building geometry cleanup and optimization
- Outsource management
- Memory profiling, asset policing, asset reduction
- SQL asset database

Monolith Productions - *Technical Artist, FX Artist*

June 2009 - May 2012

“Guardians of Middle Earth”, Xbox 360 / PC

- VFX art creation
- VFX pipeline and engine improvements
- Destructibles
- Training

[Cancelled Project], Xbox 360 / PC

- Building Architecture generator
- Procedural Road tool
- Havok cloth physics

Surreal Software - *Associate Technical Artist*

March 2008 - May 2009

“This is Vegas”, Xbox 360 / PS3 / PC

- LOD generation
- Shader Complexity tool
- Vehicle physics
- Memory management

Handheld Games - *Intern*

June 2007 - Dec 2007

“Phineas and Ferb” “Disney Fairy Princesses”, Nintendo DS

- Character pixel art
- Sprite animations
- Background painting

Self Employed

August 2003 - Dec 2009

[multiple mobile titles], iOS

- Created and shipped 4 iOS titles

Interactive Media Design

- Designed websites and training videos for tech hardware companies

EDUCATION

Art Institute of Seattle - *Bachelor of Fine Arts, Game Art and Design*

June 2008

Game Art and Design

Graduated with Honors, Dean's List

ACHIEVEMENTS

GDC Speaker, 2019