

Calin Matney

Principal Technical Artist / Tools & Pipeline Engineer

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📍 Bellevue, WA, USA

Professional Summary

Technically an artist, artistically technical. I am a creator-focused technical leader with deep experience building tools, pipelines, and real-time systems that **empower artists and designers to do their best work**. My background spans Unreal, Unity, and proprietary engines, where I've led teams, shipped large-scale projects, and partnered closely with Art, Engineering, and Design to turn creative goals into scalable, performant solutions.

I thrive at the intersection of tools engineering, technical art, and technical leadership—most fulfilled when working hands-on while also helping guide technical direction. I enjoy building real systems, prototyping solutions, and solving hard problems directly, while supporting teams through mentorship, design guidance, and shared best practices that improve long-term maintainability and creative flow.

CORE STRENGTHS

- Creator-empowering tools & pipeline development
- Technical leadership, mentorship, and team growth
- Engine-level systems (Unreal, Unity, proprietary)
- Performance profiling, optimization, and scalability
- Rendering systems, shaders, and material workflows
- Rapid prototyping of gameplay and engine features
- Cross-discipline collaboration (Art / Engineering / Design)

Professional Experience

Lead Technical Artist

Scopely – Remote (Bellevue, WA) | Jan 2025 – Present

- Lead and manage a team of Technical Artists across multiple projects, setting technical direction and best practices for tools, pipelines, and real-time workflows.
- Drive development of **creator-focused tools and automation**, empowering dozens of artists and designers across multiple teams while improving iteration speed, reliability, and usability.
- Partner with Engineering, Art, and Design leadership on **performance strategy, optimization initiatives, and rendering direction**, supporting cohesive development across multi-studio, multi-time-zone teams.
- Prototype and implement new gameplay and engine systems, translating high-level design intent into robust technical solutions.
- Contribute hands-on across **C++, C#, and Python**, working directly in engine, tooling, and gameplay code to solve complex performance, rendering, and workflow challenges.

Principal Technical Artist

Timi Studios— Remote (Bellevue, WA) | Dec 2022 – Jan 2025

- Served as senior technical authority across multiple teams and projects.
- Designed and implemented scalable tools and pipelines supporting large teams and live development needs.
- Led performance investigations and optimization efforts across content and runtime systems.
- Mentored senior and junior technical artists, and helped onboard and upskill large development teams during major technology transitions, strengthening technical depth, ownership, and shared best practices.

Senior Technical Artist

Phoenix Labs— Remote (Bellevue, WA) | Sep 2021 – Dec 2022

- Built and maintained tools and pipelines supporting live game development.
- Collaborated closely with Engineering to diagnose and resolve performance, workflow, and content-creation issues.
- Supported rapid prototyping and feature development across disciplines.

Lead Technical Artist

Niantic Labs— Bellevue, WA | Nov 2016 – Sep 2021

- Led technical art efforts for large-scale, location-based products.
- Established best practices for pipelines, shaders, and performance across teams.
- Built internal tools to empower artists operating within strict performance constraints.

Senior Technical Artist

Bungie— Bellevue, WA | Apr 2015 – Nov 2016

- Contributed to rendering, shader systems, and tools for AAA production pipelines.
- Collaborated closely with engine and rendering engineers to support scalable content creation.

Earlier Career

- Lead Technical Artist — Amazon Game Studios, Seattle, WA (2014 – 2015)
- Senior Technical Artist — Bungie, Bellevue, WA (2015 – 2016)
- Technical Artist — Airtight Games, Redmond, WA (2012 – 2014)
- Senior Environment Artist — Zipper Interactive, Redmond, WA (2006 – 2012)
- Environment Artist — Mythic Entertainment, Herndon, VA (2005 – 2008)
- Environment Artist — Sony Computer Entertainment America, Bend, OR (2004 – 2005)

Education

Associate of Applied Arts

DigiPen Institute of Technology — Redmond, WA

Skills

Languages

C++, C#, Python (advanced); HLSL, MEL, Java

Comfortable rapidly learning and applying new languages and technologies

Engines & Runtime

Unreal Engine, Unity, Proprietary Engines

DCC & Content Tools

Maya, 3ds Max, Blender, Houdini, Photoshop, Substance Designer

Focus Areas

Tools Development, Pipeline Automation, Engine Systems, Rendering, Performance Optimization

Portfolio

www.calinmatney.com