

MANDY JACEK

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SKILLS PROFILE

Highlights: Performance and optimization across PC and consoles, experience working with multi-disciplinary teams, asset creation and modification, research and development

Gaming Technologies: Frostbite Engine, Unreal Engine, Essence Engine

Tools: Adobe Photoshop, Autodesk Maya, Autodesk 3DS Max, Substance, performance profiling tools (Razor GPU/CPU, PIX, RenderDoc, Unreal Insights), Perforce

Platform(s): PS4, PS5, PSVR, Xbox One, Xbox Series X, PC

EMPLOYMENT HISTORY

May 2022 – May 2023

Technical Artist

Relic Entertainment

Vancouver, BC

Project: *COMPANY OF HEROES 3*

- Performance and GPU profiling; collaborated with engineers, rendering and art teams to establish guidelines, budgets and optimizations for asset memory while maintaining artistic intention and direction.
- Collaborated on central technology teams alongside artists and engineers to drive research and development on new technologies.
- Provided guidelines and documentation for best practices on asset creation, performance and optimization, and usage of in-house tools.
- Worked alongside art, VFX, and rendering teams with setup and integration of assets, optimization tasks, defining workflows, and bug fixes.

March 2021 – May 2022

Technical Artist

Electronic Arts

Vancouver, BC

Project(s): *APEX LEGENDS*

BATTLEFIELD 2042: PORTAL

FIFA 23

- Performance analysis and profiling game wide, optimization and debugging GPU performance and memory on multiple consoles (PS5, XBOX, PS4, XB1).
- Worked with both remote and in studio environment artists, lighting, outsourcing and cinematic teams for asset optimization, asset integration into engine, defining workflows, debugging, bug fixes, and overall support.
- Creation of debug and test scripts through visual scripting and in-house tools.
- Auto-integration and branching ownership for art assets, lighting and cinematics.

August 2018 – March 2021

Technical Artist

Motive Studios

Montreal, QC

Project: STAR WARS SQUADRONS

- GPU profiling, debugging, performance and memory on multiple consoles (PS4, XB1, PC, VR).
- Asset and material optimization, integration, and modification to meet performance metrics, and design expectations.
- Worked with level artists, outsourcing, designers, level and tech designers, lighting, and VFX teams for asset optimization, workflows, debugging and bug fixes.
- Help set guidelines and documentation conventions, and workflows for in-house artists, outsourcing teams, and test execution plans for Quality Assurance and Verification.
- Created scripts using IronPython within Frostbite Engine for ease of workflows.

August 2016 – August 2018

Quality Analyst, Art

Motive Studios

Montreal, QC

Project: STAR WARS BATTLEFRONT II

May 2015 – July 2016

Quality Analyst, Art

BioWare

Edmonton, AB

Project(s): DRAGON AGE INQUISITION: Trespasser & Descent, MASS EFFECT ANDROMEDA

March 2014 – November 2014

Intern Artist

BioWare

Edmonton, AB

Project: DRAGON AGE INQUISITION

- Helped develop and modify environment and character assets across game.
- Asset and material set up, optimization and integration to meet performance metrics, including modifying assets to fit performance for PS3 and Xbox 360, integration of assets into engine.
- Art asset analysis and art workflows testing in Frostbite Engine.

EDUCATION

2012

Illustration & Sequential Art Associates Degree

Edmonton Digital Arts College

Edmonton, AB

References available upon request.