SEAN MONTPLAISIR

3D/Tech Artist

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SUMMARY

A versatile and multi-faceted 3D Artist with over 10 years of experience in 3D Art and Technical Art, specializing in video games, AI training, and various AR/VR applications. Proven track record of delivering high-quality assets and optimizing performance for various platforms. Strong expertise using modern art pipelines, lighting, optimization, and training global art teams.

PROFESSIONAL EXPERIENCE

Nvidia Remote | 2022 – 2024

Senior Visual Artist

- Created 3D props, vehicles, people, and environments for AI and ML testing for autonomous vehicles
- Developed visually stunning environments and managed lighting for conference stage demos, reaching millions of viewers
- Established physically accurate PBR materials, lighting, and environments to support accurate machine learning.
- Built a library of procedural content, including modular 3D assets, materials, and textures
- Researched and developed prompt engineering techniques to enhance AI-assisted workflows for 3D and Technical Artists
- Trained and managed global art teams including our India and China groups

Valkyrie Entertainment Seattle, WA | 2020 – 2021

Technical Environment Artist

- Technical Artist and World-Builder on Sony's "God of War: Ragnarok" game, with a focus on optimization and tools
- Created pipelines and tools for Maya (using MEL and Python) for the Technical Art team
- Built an automation tool for creating LODs and shadow proxies (reducing processing time by 80%)
- Optimized 200+ God of War assets using MEL and Python optimization tools I created
- Assisted in Technical Art, VFX, and Environment Art on the Award-Winning VR Game "The Walking Dead: Saints and Sinners"

SAIC Seattle, WA | 2019 – 2020

Senior Game Development Specialist (VR/AR)

- Created AR/VR applications for the Department of Defense (DOD), i.e. training apps for the US Army, Air Force, and Space Force
- Established Art pipelines and in-game optimization best practices that were implemented company-wide
- Responsible for Art Direction, foliage, and lighting for all 3D environments studio-wide
- 3D modeled and textured hundreds of assets for use in Department of Defense (DOD) applications
- Built training applications for the Space Force and was responsible for all 3D/2D Art, UI, C# scripting, and optimization
- Point of contact to train new employees on Unity and UE4

Studio 216 Seattle, WA | 2018-2019

Senior Technical Artist (VR/AR)

- Delivered the highest level of quality and performance for 5 platforms (AR, VR, PC, iOS, Web)
- Streamlined content creation pipeline resulting in an increased profit margin of 10% or more per project
- Modeled, textured, and lit multiple high-end PC architectural visualization scenes
- Trained offshore teams in China & India on AAA game pipelines
- Collaborate with architects and design firms to ensure real-world accuracy
- Partner with Project Managers, Engineers and Creative Leads on execution of art direction and user experiences
- Communicate effectively with the production team to ensure project goals are delivered
- Flexible to changes in production and able to quickly shift focus between a range of tasks

Camouflaj Game Studios Bellevue, WA | 2016-2018

Technical 3D Artist (VR/AR)

- Responsible for visual development, prop creation, level design, lighting, and tools for Marvel's Iron Man VR game (PSVR))
- Helped establish art pipeline and created tools for Unity and Substance Painter/Designer
- Created multiple VR experiences for Oculus (Internal Tech Demos)
- Assisted with onboarding and instruction of new hires
- Sculpted high-resolution props and hard surface models in 3DSMax
- Created clean, low-resolution game topology and UV's

Microsoft (HoloLens) Redmond, WA | 2015-2016

Art Specialist - Contract (VR/AR)

- Part of small team that created award winning Halo Warzone (HoloLens) demo at E3 2015
- Modeled and textured 3D assets optimized for HoloLens
- Created various 2D content and concept art including all textures for E3 booth
- Assisted Technical Art Lead in building tools/scripts used by all HoloLens teams
- Built a tool that rendered lightmaps much faster (by more than 10x) and at higher quality
- Created various VFX animations for use in film

Camouflaj Game Studios Bellevue, WA | 2013-2015

Lead Environment Artist

- Created 3D props and environments for PC game
- Responsible for visual development, prop creation, level design, and lighting
- Helped establish art pipeline and created documentation for new hires
- Created promotions and marketing material seen by millions of people
- Authored tools/scripts to improve in-game atmospheric effects
- Implemented a Physically Based Rendering (PBR) pipeline
- Created a demo for use on Oculus Rift VR

Environment Artist (Promoted to Lead)

- Created 3D props and environments
- Optimized levels and assets for mobile platforms
- Created a variety of 2D concepts/assets including game cover art
- Shipped 3 titles on PC, IOS, Android, and Kindle platforms

EDUCATION

BBA Marketing
University of Hawaii at Mānoa (2007 - 2011)