MICHAEL RUDZINSKI

Technical Environment Artist

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5+ Years Experience | Games & Film |Real-Time & Procedural

Technical Environment Artist focused on creating visually compelling real-time worlds while building scalable technical infrastructure. Combines artistic environment creation with programming expertise to deliver production-ready assets and automated systems. Specialized in modular environment design, procedural workflows, and DCC-to-engine pipeline optimization across Unreal Engine, Unity, and film production. Leverages Python, scripting, and custom tool development to accelerate environment production while maintaining artistic quality in scalable pipeline environments.

Professional Experience

Environment Artist (Technical / Pipeline Support) | 2022–2023 | Stellar Creative Lab (Bardel) | Vancouver

- Created visually compelling environments by modeling, assembling, and validating 200+ assets across 50+ shots while maintaining artistic quality and technical consistency across layout, materials, and texture standards
- Built scalable production systems using Python/MEL/JS tools to automate asset validation and processing, reducing manual QA overhead by 40% while preserving artistic intent
- Enhanced environment storytelling through lookdev, lighting, and strategic set dressing while developing shot-level assembly workflows for production efficiency
- Established standardized pipeline protocols for international team collaboration (Pune), ensuring both creative vision consistency and technical scalability across distributed production
- Maintained asset integrity across internal/external handoffs through systematic validation processes, resolving integration challenges during production reviews

Environment Artist | 2021–2022 | MPC (Mr. X) | Montreal

- Delivered high-fidelity, visually striking environment assets for 3 concurrent feature productions while implementing scalable production methods under tight deadlines
- Balanced artistic excellence with technical efficiency, creating high-quality hard-surface and environmental assets for film and real-time/virtual production pipelines
- Developed automated workflows through custom MEL tools, improving UV workflow consistency and reducing manual prep time by 30% without compromising surface detail quality

Environment & AR/MR Artist | 2019–2020 | Art For Story / Marionette | Copenhagen

- Designed and implemented architectural environments, props, and modular systems combining aesthetic vision with scalable production methodologies
- Built production-ready Unity pipelines for modular kit assembly and real-time integration while maintaining visual fidelity across mobile optimization constraints (iOS/Android)
- Translated technical data sources into artistically coherent environments, converting mocap and photogrammetry data into compelling real-time content
- Developed cohesive environmental systems in fast-paced production environments using both artistic judgment and technical problem-solving

Technical Environment Systems (Digital Environments / Simulation) | 2019–PRESENT | NYC/TO (Part-Time)

- Architected scalable real-world capture → simulation pipelines using LiDAR, IMU, and camera data to generate visually accurate, navigable real-time 3D environments for spatial applications
- Created research-grade environments combining robotic navigation testing with visually realistic digital worlds, evaluating locomotion and spatial behavior in artistically coherent settings

- Built systematic CAD-to-environment workflows translating architectural and structural datasets into physically accurate, visually compelling simulation-ready environments
- Designed procedural world systems for large-scale environments including navigation logic, interactive elements, and spatial behavior testing while maintaining visual quality
- Delivered technical workshops on environment generation systems, bridging artistic vision with scalable technical implementations

Education & Certifications

Sheridan College: Bachelor of Computer Science – Game/Software Design| 2016–2020

- Comprehensive curriculum spanning environment art, systems design, programming, and production pipeline development from concept through final delivery
- Capstone studio project encompassing end-to-end game production — environment development, gameplay systems, optimization, and shipped release within structured team environment

CGMA + Gnomon School of Visual Effects: Real-Time & Film Environment Production Certificate| 2018–2022

- Specialized training in cinematic and real-time environment production across game and film pipelines
- Advanced coursework in engine integration, modular environment workflows, PBR material development, composition theory, and production-standard asset construction

CSWA CAD / Mechanical Design Certification: Certified SolidWorks Associate - Parametric CAD Modeling| 2026

- Specialized in fabrication-ready design, dimensional accuracy, and constraint-based workflows
- Applied mechanical design principles to real-world asset construction and manufacturing pipeline integration

Software & Technical Skills

Engines: Unreal Engine 5 (Nanite, Lumen, Blueprints), Unity

Pipeline & Scripting: Python, C++, MEL, JavaScript

Procedural Systems: Houdini, Blender Geometry Nodes, Maya MASH

3D Graphics: Maya, Blender, 3ds Max, ZBrush, Substance Painter, Substance Designer, Marmoset Toolbag, Quixel Megascans

Post Production: After Effects, Davinci Resolve, Nuke

CAD: SolidWorks (CSWA), AutoCAD, Revit, Rhino

Version Control: Git, Perforce

Credits

Feature Film / TV

- Amsterdam (2022)
- Secret Headquarters (2022)
- The Witcher: Blood Origin (2022)
- Batgirl (Unreleased)
- Sausage Party: Foodtopia (2024)

Video Games

- The Missing Few (2020)
- Aruna (2020)

Community / Mod Projects

- STALKER: MISERY — Mod (2018) — Mod of the Year

- Penumbra: Necrologue — Mod (2018) — Mod of the Year Nominee
- Fallout: Cascadia (2026)

Print