

# MANDY JACEK

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## SKILLSET HIGHLIGHTS

### Gaming Technologies:

Frostbite Engine, Unity

### Tools:

Maya, 3DS Max, Blender, console profiling tools, Adobe Creative Suite, Perforce

### Platform(s):

PS3, PS4, PSVR, Xbox 360, Xbox One, PC

### Language(s):

Python

## WORK EXPERIENCE

March 2021-Present

### Electronic Arts

Vancouver, BC

#### Technical Artist

Project: APEX LEGENDS

August 2018– March 2021

### Electronic Arts

Montreal, QC

#### Technical Artist

Project: STAR WARS: SQUADRONS

High level performance analysis and profiling game wide, optimization and debugging perf/mem 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 designers, lighting, and VFX teams for optimization, workflows, debugging and bug fixes.

Help set guidelines, conventions, and workflows for in-house artists, outsourcing teams, and test execution plans for Quality Assurance and Verification.

Created scripts for ease of workflows.

August 2016– August 2018

### Electronic Arts

Montreal, QC

#### Quality Analyst, Art

Projects: STAR WARS: BATTLEFRONT II (singleplayer campaign)

Unannounced IP

Test execution, tools, and test plans for analysis and testing of art, lighting, VFX, character and asset workflows for in-house art and outsourcing.

Performance analysis on consoles and PC.

Art asset analysis and art workflows testing in Frostbite Engine.

Engine integration for Frostbite.

DCC Toolset testing for Photoshop, Maya

May 2015– July 2016

**BioWare**

**Edmonton, AB**

**Quality Analyst, Art**

Projects: DRAGON AGE INQUISITION: Trespasser & Descent, MASS EFFECT ANDROMEDA

Test execution, tools, and test plans for analysis and testing of art, lighting, VFX, character and asset workflows for in-house art and outsourcing.

Performance analysis on consoles and PC.

Asset and material optimization, integration, and modification to meet performance metrics and design expectations. Worked and gave guidance and reviews with outsourcing.

Art asset analysis and art workflows testing in Frostbite Engine.

Engine integration for Frostbite.

DCC Toolset testing for Photoshop, Maya.

March 2014 – November 2014

**BioWare**

**Edmonton, AB**

**Intern Artist**

Projects: DRAGON AGE INQUISITION

Helped develop and modified environment and character assets across game.

Asset and material set up, optimization and integration for art assets and characters.

Asset and material optimization, integration, and modification to meet performance metrics.

Art asset analysis and art workflows testing in Frostbite Engine.

## **VOLUNTEER EXPERIENCE**

January 2012

**University of Alberta**

**Animation & Production Artist**

Global Game Jam

November 2014

**Art Gallery of Alberta**

**Refinery Program Assistant**

Shadow Play Refinery

## **EDUCATION**

2012

**Edmonton Digital Arts College** Edmonton, AB

**Illustration & Sequential Art Associates Degree**

*References available upon request.*