

# MANDY JACEK

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## SKILLSET HIGHLIGHTS

**Gaming Technologies:** Frostbite Engine  
**Tools:** Adobe Photoshop, Autodesk Maya, Autodesk 3DS Max, console profiling tools (Razor GPU/CPU, PIX), Perforce, Shotgun  
**Platform(s):** PS4, PS5, PSVR, Xbox One, Xbox Series X, PC

## WORK EXPERIENCE

March 2021–Present

**Technical Artist**  
**Electronic Arts** Vancouver, BC  
Projects: APEX LEGENDS, BATTLEFIELD 2042: PORTAL, FIFA  
•High level performance analysis and profiling game wide, optimization and debugging GPU performance/memory on multiple consoles (PS5, XBOX, PS4, XB1).  
•Worked with environment artists, lighting, and cinematic teams for optimization, workflows, debugging, bug fixes and overall support.  
•Auto-integration and branching ownership for art assets, lighting and cinematics.

August 2018–March 2021

**Technical Artist**  
**Electronic Arts, Motive Studios** Montreal, QC  
Project: STAR WARS: SQUADRONS  
•High level performance analysis and profiling game wide, optimization and debugging GPU performance/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 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 within Frostbite Engine for ease of workflows.

- August 2016–August 2018 **Quality Analyst, Art**  
 Electronic Arts, Motive Studios Montreal, QC  
 Projects: STAR WARS: BATTLEFRONT II (single player 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 **Quality Analyst, Art**  
 Electronic Arts, BioWare Edmonton, AB  
 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, art workflows testing and integration in Frostbite Engine.
  - DCC Toolset testing for Photoshop, Maya.
- March 2014–November 2014 **Intern Artist**  
 Electronic Arts, BioWare Edmonton, AB  
 Projects: DRAGON AGE INQUISITION
- Helped develop and modified 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.
  - 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.*