

# MATTHIAS PRESSLER

Technical World Design & Art



[a-maze.games](https://a-maze.games)



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Munich - Germany

## SKILLS

### Scripting & Programming

Blueprints / Python / VEX / C# / base C++

### Technical Level & World Design:

Systems, Interaction, Blockout to Setdressing

### Technical Art / Tools / Pipeline / FX:

Unreal, Houdini, PCG, Niagara, Embergen

### 3D Modeling & Texturing

Blender / Maya / Substance Suite

### Production

Jira / Confluence / Scrum & Kanban

### Source Control

Perforce / Plastic / Git

## ARTICLES

[80.lv - IK & Door interaction System](#)

[80.lv - PCG Garden Generator - 80.lv](#)

[State of Nanite](#)

[Material Pixel Paint Decal](#)

## SPEAKER

### Everything Procedural Conference

[PCG Garden Generator](#)

[Sci-Fi Skyscraper Generator](#)

## PERSONAL INTERESTS

Games / Interactive Arts / Traveling  
Music Festivals / Arduino Prototypes

Matthias Pressler

## UNIVERSITY

### Bachelor of Science - Technical Art & Technical Level Design

2021 - present | Breda University of Applied Science | Bachelor of Science Creative Media and Games

- **Technical Art** - Procedural Worlds / Tools / Lighting / Setdressing / Materials / Pipelines & Automation
- **Realtime VFX** - RBD & Dynamics / Destruction / Pyro / Cloth / Particles / Shader & Geometry
- **World Design** - Blockout / Interaction / Scripted Events / Mission / Cinematics / Enemy Encounter
- **Technical Design** - NPC & Ai / Gameplay & Systems / Prototypes / Documentation
- **Production & Team Leading** - Concepts & Pitch / Macro & Sprint planning / Jira & Confluence

## GAME PROJECTS - VIEW ON [WEBSITE](#)

### [Sicaria](#) (Stealth Game - Early Access):

Technical Design & Art | 3rd Person Stealth Action | 20 Weeks ~30 Devs

- **Concept & Prototypes** - Pitch, Core Loops, Feature Design & Documentation, Macro, World Building
- **World** - Story, Scripted Events, Cinematics, Interaction, Mission, Layout, NPC & AI Systems, Encounter
- **Technical Animation** - Control Rig, Sequencer, Dialogue and Overlay Systems, AnimBP, State Machine
- **Art & Technical Direction** - Setdressing, Lighting, Materials, Modular Kits, Animation, Performance

### [Pango](#)

Technical Art & Design | 3rd Person Platformer | 10 Weeks ~20 Devs

- **Concept & Prototypes** - Prototypes, Game Metrics, Mechanics, Macro,
- **Technical Level** - Sketches, Design Iterations, Guidance, Modular Kits
- **AD & TD** - Art Bible, Setdressing, Lighting, Geometry & Material Pipelines, FX
- **Tools** - Procedural Setdressing Tools, Materials, Assets

### Super Circus Fruit Show

Design & Technical Art | 3rd Person physics platformer | 2x Awards and featured in [Epic Student Reel](#)

- **Game Design** - Gameplay and Movement Concepts
- **Technical Level Design** - Design Iterations, Blockout to Setdressing, Lighting, Performance
- **Procedural Tools & Pipelines** - Procedural Houdini and Setdressing Tools
- **Player Feedback VFX** - Juicy Slicing Effects and Interactive Elements

## INDUSTRY EXPERIENCE

### Freelance - Unreal Engine Generalist - Virtual Production

2022 - present | Hyperbowl | Europe's leading Virtual Production House

- ICVFX for Cinematic and Commercial Productions - As Unreal and Stage Operator
- Set extension, lighting, and sequencer animations for seamless live-action integration
- Tools and Systems with Unreal Blueprints for Set-dressing, Animation, Control and Automation

### Senior Real-Time Technical Artist

2017 - 2022 | Stereolize GmbH | Interactive product presentations for events, fairs and showrooms

- Scene creation & Pipelines, Geometry, Animation, Materials, Lighting, and Motion Graphics in Engine
- Design, Scripting and Systems for Interactive Product Presentation, Shows and Apps
- Futuristic FX and UI/UX Design, User Story Flow
- 3D Modeling and Motion Graphics with Houdini, Cinema 4D, Substance Painter, and Octane Render

### Motion Designer

2013 - 2017 | Sport1 GmbH | TV Channel

- Trailer and Motion Graphics in Cinema 4D, Octane, After Effects, and Premiere
- 3D Animations and 'Short-Spot' Creation for Clients, Shooting in Green Screen
- Establish PBR Pipeline with Octane Render to Increase Efficiency and Quality in the Render Pipeline

### Media designer film and sound

2010 - 2013 | PLAZAMEDIA GmbH | TV- & film production and content solution provider

- On-Set Experience with Film and Show Production in Various Roles like Camera, Lighting, etc.
- Experience with Real-Time Graphics, Vizrt, and 3D VFX Pipeline at Constantin-Film
- Video editing with AVID, Premiere & After Effects & Cinema 4D

### IT-Specialist for system integration

2007 - 2010 | brainworks Training GmbH | Certified trainings for Apple, Adobe, Office and more

- Database coding, including UI/UX elements with Photoshop
- Video editing with Final Cut and Apple Motion