Matt Baamonde

Senior Unreal Engine Artist | Environment Art | Animation | Virtual Production

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Other Links: LinkedIn | IMDB | Website

Summary

- Accomplished Unreal Engine Artist and Realtime Virtual Production XR Specialist
- Rich history in graphic design, animation, and video editing
- Credited in over 100 AAA film, TV, and commercial broadcast projects
- Specialized in Unreal Engine for game development and immersive experiences
- Proficient in virtual production techniques, including green screen and LED wall technology
- Reliable, collaborative, and innovative contributor in design and media production
- Pioneering generative AI engineering for cinematic and interactive development
- Member of the prestigious VES Global Visual Effects Society

Work Experience

Senior Unreal Engine Artist / New Media Designer (2025 - Present)

CNN (Warner Brothers Discovery)

- Create and develop realtime interactive XR Unreal Engine based virtual production worlds
- Key artist for notable projects: CNN's first ever Virtual Weather Set, World Sport Set, Explainers
- Design, manage, animate, and optimize 3D worlds and characters for photorealistic realtime playback on Green Screen, LED Walls, and Hybrid AR/XR productions.

Senior Unreal Engine Artist (2021 - 2025)

XITE Labs | SociallyU | Volume Global | BEMO.TV (Long Term Contractor)

- Create and develop realtime interactive XR Unreal Engine based virtual production worlds
- Key artist for notable projects: Las Vegas Sphere, Marvel's Infinity Saga Experience, TV's King of Killers, Microsoft Team CEO, Mesh, Walmart Shareholders 2022-2024, Formula-E, Hilton Shareholders 2022-2024, CES, Coachella, Coca Cola, Of the Trees
- Design, manage, animate, and optimize 3D worlds and characters for photorealistic realtime playback on LED sets

Senior Artist | Designer (2015 - Present)

Baazar Productions Inc. (Creative Agency) (Personal Business)

- Create, manage, and develop client visual media projects
- Manage Baazar Productions sales funnels, customer outreach programs, and business growth channels

Post Production Coordinator (2010 - 2015)

Tinopolis Corp & Subsidiaries

- Administration, media supervision, editing coordination
- Credits include: Joe Rogan Questions Everything, ESPN's Sport Science, Project Runway, UFC, Top Chef, X-Games

Expert Skill Sets

- **Environment Creation / Level Building / World Design**
  Expert in Unreal Engine 5 (& 4) for comprehensive environment creation and level design
  Skilled in 3D modelling, static mesh optimization, and procedural content generation (PCG)

- **Cinematic Animation Pipeline & Rendering / Sequence Programming**
  Experienced in managing cinematic animation pipelines and rendering processes
  Specialized in motion capture cleanup and high-fidelity animation rendering

- **Blueprint Visual Scripting**
  Proficient in Blueprint Visual Scripting within Unreal Engine
  Expertise in live interactions and sequence activation

- **Virtual Production Tools**
  Skilled in advanced virtual production tools (NDisplay, Mo-sys, Motion Capture Suits)
  Proficient in DMX lighting control and real-time sequence activation

- **Custom Material Editor Design**
  Experienced in designing custom materials using Unreal Engine
  Focuses on multi-layer blending and virtual texturing

- **Version / Revision Control**
  Proficient in version and revision control using Perforce P4V and Git

Technical Skills

- 3D Virtual Production and Animation: Unreal Engine 4 & 5, Unity, Cinema 4D, Daz Studio, Maya, Blender, 3DS Max, Houdini, OSC (Open Stage Control)
- VFX / Compositing: Blackmagic DaVinci Resolve + Fusion, Nuke, Sony Vegas
- Adobe CC Suite: Photoshop, After Effects, Premiere, Illustrator, InDesign, Lightroom & Lightroom Classic, XD, Bridge, Acrobat, Animate, Character Animator, Substance Suite
- AI Mastery: ChatGPT + API, Midjourney, DALLE, Runway, Wonder Dynamics, ControlNet, Eleven Labs, Stable Diffusion, Deforum, AnimateDiff, Comfy UI, Automatic 111
- Coding: HTML & CSS, Javascript, Python, C++
- Web Design: Wordpress, Shopify, Wix, Squarespace, WooCommerce

Education

Berklee College of Music (2006 - 2009)
Bachelor of Arts in Contemporary Writing and Production

Certifications

- Unreal Engine 2, 3, 4 & 5
- Blender, 3DS Max
- Adobe After Effects, Photoshop, Premiere

Keywords

Unreal Engine, Virtual Production, 3D Animation, Environment Design, Level Building, World Design, Cinematic Animation, Visual Effects, Blueprint Scripting, Motion Capture, DMX Lighting, Material Design, Version Control, Realtime Rendering, XR Technology, LED Walls, Green Screen, Procedural Content Generation, Digital Doubles, Photorealistic Rendering, Game Development, Interactive Media, AI Engineering, Post-Production, Video Editing, Graphic Design, 3D Modeling, VFX Compositing, Adobe Creative Suite, Web Design, UI/UX, Generative AI, Virtual Reality, Augmented Reality, Mixed Reality, Live Events, ICVFX, Brand Strategy, Ecommerce, Project Management, Creative Direction