

MATÚŠ NOVOVESKÝ

I started as a 3D artist and ended up building the tools I wished I had.

Today I focus on tools programming, using C++, C# and Python to build tools, pipelines and DCC integrations for game artists. After 10 years in game development, I know both sides of the workflow- what artists need and what it takes to build tools that actually make their work easier.

01 EXPERIENCE

Co-founder - Wirewolf Design s.r.o. JUL 2026 – PRESENT

- Two-person studio building tools for game artists - StreamBridge, PaintForge.

StreamBridge - Unity ↔ Blender live link (C++ core) SHIPPED 2026

- Solo-designed the C++ core: Asio TCP transport and a custom FlatBuffers + Zstd protocol with CRC32 integrity checks
- Multithreaded, engine-safe architecture that keeps transfer and compression work off the engine's main thread
- C API consumed from Unity via P/Invoke, plus a pybind11 module on the Blender side
- Cross-platform Windows and macOS builds, published on the Unity Asset Store

Senior Tech Artist - Pixel Federation (mobile) JAN 2025 – PRESENT

- Optimize games for mobile platforms - profiling, draw-call and shader work that raised performance while keeping the visual target
- Build shaders and editor tooling in Unity that speed up the art team's daily workflow
- Define asset budgets and pipeline standards between art and engineering
- Mentor artists on tech-art workflows - optimization, engine best practices, and asset preparation - through pair sessions and art reviews
- TrainStation 3 - moved from 3D art to tech art to fix and stabilize technical parts of project
- Seaport - led the art side of sunseting, automating the pipeline so art takes almost zero time

3D Artist - Pixel Federation (mobile) JUL 2017 – DEC 2024

- Modeled and textured game-ready assets and environments for live mobile titles (3ds Max, Maya, Substance Painter)
- 7+ years shipping content on live-ops schedules across TrainStation 3, Seaport and Sweet Farm
- Sweet Farm - a mix of 3D art and tech-art work

Art Lead - Digi Fox (PC) OCT 2023 – NOV 2024

- Led the art side of the unreleased project - art direction, reviews, and coordination with development and communicating art style with a publisher

3D Artist - Butterfly Effect (mobile) SEP 2018 – JUN 2019

- 3D art for Zig Zag Duck, released on Android in Slovakia, Philippines and India.

Earlier - Artist at Exponea (acquired by Bloomreach), 2017 - Junior 3D artist at ixworx, 2016

02 TALKS

"From 15 to 60 fps: Optimizing for mobile" - ARTwork meetup, Bratislava. Practical process for optimizing game scenes for mobile devices without visual compromise.



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03 SKILLS

ENGINES & CODE

Unity

Unreal Engine

C++

C#

Python

HLSL

SPECIALTIES

Art pipelines & tooling

Shaders & VFX

Mobile optimization & profiling

3D & TEXTURING

3ds Max

Maya

Blender

Substance Painter

WORKFLOW

Git

Fork

Claude Code

04 EDUCATION

Butterfly Effect program
Game & Interactive Media Design
2018-2019

Stredná priemyselná škola strojnícka
Mechatronics, Robotics & Automation
2016-2021

05 LANGUAGES

Slovak - native
English - working proficiency