

Jesse Rapczak



Jesse Rapczak is Co-Founder and Co-Creative Director at Studio Wildcard (Kirkland, WA), the team behind the smash indie hit game ARK: Survival Evolved on PC, Xbox and PlayStation. An innovator-entrepreneur with the discerning eye of an artist and the logical wiring of a programmer, Jesse's teams excel at rapid prototyping and creative development, allowing for critical path decision-making that turns emergent technology and blue-sky ideas into commercially competitive products.

Prior to his current venture, Jesse was Technical Art Director on Microsoft HoloLens at Xbox and Lead Technical Artist at Sony Online Entertainment, after spending 3 years in India as VP of Production at Exigent, an outsourcing company he co-founded. Jesse's first entrepreneurial venture, Artificial Studios (which he also co-founded), created Reality Engine, a next-gen game engine that was acquired by Epic Games in 2005. Jesse got his start in Hollywood Visual Effects after graduating from the University of Florida in 2003 (BS: Digital Arts and Sciences).

