

Skills

Graphics/Systems: C++, C#, Python, MEL, Adobe SDK, HLSL, OpenGL

Web: HTML5, CSS, PHP, JavaScript, React, MySQL, ActionScript

Content Creation: Maya, Photoshop, Illustrator, After Effects, Flash, Zbrush, 3DS Max, xNormal, Ndo, Substance Designer, Node-based material editors

Game Engine: Unity3D, Unreal, Proprietary Engines

Development: Visual Studio, Perforce, Code Collaborator, Swarm, Jira, Confluence, Excel, Shotgun, Hansoft, BuildForge, Playfab

Experience

NC2 Media (Seattle)

Senior Technical Artist

August 2015 – Current

- Gameplay programming, rapid prototyping, art, animation, effects, ui, performance optimization – basically all facets of game development – using Unity3D. Brought 8 small but diverse games to completion in 1 year with 2 developers and 2 artists. Game development for web using HTML5 and React.
- Develop level editing tools, designer-tweakable procedural generation solutions and other tools, systems, and editor extensions to hasten our development with Unity3D and enable all team members, no matter how technical, to contribute in order to hit our aggressive milestones.

5TH Cell

Senior Technical Artist

August 2013 – August 2015

- Architect and implement a powerful content creation environment and tool deployment infrastructure.
- Develop asset pipeline with support for batch and automated operations.
- Create innovative tools to overcome production challenges, maintain existing tools, and improve artist workflows, stability, and task automation potential wherever possible. Provide support and force multiplication for 30+ member art and design team.
- Reverse-engineer game and tool bugs, work with artists and engineers to resolve problems quickly.
- Create documentation and conduct training workshops to introduce new tools and concepts to the team.

Electronic Arts

Technical Artist – Madden NFL, NCAA Football

May 2012 – May 2013

- Provide general artist support, communicate between art and engineering disciplines, and manage information from the content creation application through integration into the run-time environment.
- Construct comprehensive, accessible technical documentation for tools and workflows for company-wide use.
- Expand the uniform authoring tool and shaders to support content creation for new game features.
- Provide technical support to a cleanup of the Madden NFL and NCAA assets and general football pipeline, collectively containing more than one million game assets and metadata files. Streamline automated build error detection and performed analytics with the extracted data to better organize the effort and manage artist tasks.

Adayana Government Group

Game Artist II

February 2010 – May 2012

- Create efficient 3D environments, level designs, props, vehicles, characters, rigs, particle systems, event and effects scripting, lighting, and animations in Unity3D for immersive, interactive courseware. Collaborate with software engineers on gameplay and game management systems in Unity3D, including mobile platforms.
- Establish pipeline standards and develop tools to enhance productivity and output quality. Determine visual targets and performance guidelines. Instruct junior artists on new tools and techniques.
- Set up in-house motion capture system for facial and body animation. Managed integration with our workflow.

Illinois State Water Survey: Center for Watershed Science, University of Illinois

Data Visualization Programmer

June 2006 - January 2007

- Develop a real-time OpenGL application to display interactive models of USGS digital elevation map data with a large array of data manipulation and playback tools, customizable viewing filters, and intuitive user experience.

Education & References

Parkland College

Associate in Applied Science - 3D Graphics Programming

August 2004 - May 2007

Shane Whitfield – Lead Engineer
5TH Cell, NC2 Media (Seattle)

Scott Smith – Tools Lead
5TH Cell

Peter Arisman – CG Supervisor
Electronic Arts

Tim Neveu – Lead Artist
Adayana

Contact information available by request