

SKILLS

- Engines**
 - UE5, Unity, UE4
- 3D**
 - Maya, ZBrush, Blender, Substance, Marmoset
- Other**
 - Adobe Suite, Perforce, Visual Studio, RenderDoc, Git
- Languages**
 - Python, C#, Lua, Blueprints, C++, MEL
- Platforms**
 - Oculus, PC, Mobile, VR/AR/MR, Magic Leap
- Specialties**
 - In engine tools and workflows, Animation state machines, General Tech Art, Art asset pipelines, Prototyping, Management

EXPERIENCE

Crop Circle Games

3/2022 - Present

Unannounced Game, **Principal/ Lead Technical Artist**

- Investigated how to leverage UE5's new technologies for our game to run on PC or next gen consoles; including **Lumen**, **Nanite**, and **World Partition**
- **Prototyped** and tested possible workflows with art and animation teams
- **Lead** the Tech Art team, directed our resources and workload as we supported Environment Art, Animation and Design
- Handled **requests**, planned **milestones**, and **coordinated** with all departments
- Responded when team members required **assistance** with animation or art systems in engine to **unblock** them quickly
- Implemented, prototyped, and maintained **Animation BPs** (state machines) for all characters and creatures, ensuring the most reusability and accessibility
- Implemented **motion warping**, stride and orientation warping, **IK foot** placement, look at and other techniques to get the most out of animations
- Established asset **pipeline** with **metadata** for faster set ups for artists
- From **prototyping** phase was responsible for how we were going to achieve our artistic goals long-term
- Wrote **editor scripts** and tools in **Blueprints** and **python** to simplify or **automate** functions for the art team
- Wrote **documentation** to break down **technical systems** or implementations
- Established **processes** for feedback, development, and evaluation of tools
- As an early employee at the studio, I helped grow the team by interviewing across disciplines and establishing the **company culture** we wanted to grow

Funomena

9/2016 - 3/2022

Roblox projects, **Engineer**

- Launched **live** event for **BFC** with almost 2 Million visits, as Lead Engineer
- Coded **gameplay systems** in Lua, utilizing new and **experimental** APIs
- Collaborated with engineers and designers to create complex systems in multiple compelling **multiplayer** experiences
- Managed data between client and server for best **performance** and **security**
- Created code for **GUIs** which optimized performance and reduced lag

Unannounced Mobile project, (Canceled) **Art Manager, Technical Artist**

- Updated **client** on art progress, discussed limitations and possibilities in bringing their **IP** to life
- **Prototyped** and researched art implementations to make the most out of the mobile platform while retaining the integrity of the IPs visual design
- **Directed** art team effort to utilize their strengths, prioritize work, stay in scope, and on timeline
- Researched **optimization** for 2D mobile games to improve **pipelines**

2 Unreleased VR projects, (Shipped to Client) **Art Manager, Technical Artist**

- Worked with art and engineering teams to **develop a style** which fit within **hardware rendering constraints**, while also fulfilling the vision
- Led art team and helped them with **new tools**, setting up builds for VR hardware, and other technical considerations in Unity and UE4
- Built **prototypes** to test **performance** and quality
- **Rigged** characters, created **shaders**, and managed **rendering performance**
- Modeled and textured assets in Maya, Zbrush and Substance Painter

Luna, VR, **3D Artist**

- **Modeled** and **textured** environment and prop assets and integrated into Unity
- Tested assets and scenes in VR headset, making stylistic changes to fit technology's strengths
- Created and implemented **VFX** using particle systems, shaders, and lights
- **Optimized** scenes for better performance
- Created and maintained **rigs** to fit animation needs

EverNever

7/2020 - 8/2021

NeverBoard, VR, **UI Technical Artist**

- Designed clear **UI** for Oculus **VR** in Unreal Engine 4
- Assisted in **profiling** and **optimization** for mobile VR
- Managed **asset** importation from **outsource** teams and provided **feedback**
- Created **tools** in Blueprints for authoring 3D, VR-friendly UI
- Modeled assets for **UI** and implemented into engine

Freelance Work

1/2018 - 12/2020

Unannounced Project, **3D Artist, Tech Artist**

- **Re-designed** look of project, looking at work from previous modeler, listening to **feedback** and desires of the design team and Art Director
- **Modeled** and **textured** 3D asset for vertical slice demo of project in **Unity** using new art direction and style
- Set up **toon shaders, materials, lighting** and **cameras** for vertical slice

IGG

6/2014 - 9/2016

Clash of Gangs, mobile, **3D Artist**

- **Modeled** and textured characters and environments and imported into Unity
- Created ads for a variety of games, using animation for videos, **3D renders** and 2D assets for static ads
- Recreated gameplay with high-resolution assets in UE4, **rendered** footage for video ads

3 Curious Monkeys

1/2014 - 6/2014

Indian Dress Up Party, mobile, **App Artist**

- Created 2D **assets** for a mobile kid's game including **characters**, backgrounds, accessories and clothes
- **Rigged** and **animated** 2D characters in Spine, making sure animation was easily shared between characters, and worked with every clothing option.

EDUCATION

- San Jose State University - Grad 2014
 - B.F.A. Animation/Illustration
 - Minor in Japanese

ACCOMPLISHMENTS

- **GDC 2020 Virtual Talk** - "Make Your Game Run on the Quest (and Look Pretty Too)"
- Code Coven Mentor, 2019, 2020 - Mentored 3D and Technical Artists
- Amplify New Voices, 2019 - Scholarship to career development workshop at GDC
- Mentor for IGDA Scholar, 2018 - Selected as Mentor for IGDA scholarship recipient
- ShrunkenHeadMan Treasurer - SJSU Animation/Illustration club