

NATALIE BURKE

Technical Artist

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natbird.com

SKILLS

Languages

Python, C++, Java,
Processing

Software

Maya, Photoshop, Unreal
Engine 4, Houdini, Havok
Cloth Content Tools, Shave
and a Haircut, Perforce, Git,
Visual Studio

Artistic/Miscellaneous

Visual effects and shaders,
setting cloth and rigid body
simulation parameters, 3D
environment and prop
modeling, rigging, lighting,
color theory

Education

Master of Science in
Interactive Entertainment
University of Central Florida,
Dec 2012

Bachelor of Science in
Digital Arts and Sciences
University of Florida,
May 2011

OBJECTIVE

To make the seemingly impossible easy to accomplish. I aim to increase the visual potential in real time computer graphics by bridging the gap between art and computer science.

EXPERIENCE

Technical Director

Jan 2016 – Present

Limitless Ltd.

Gary the Gull, Limitless Creative VR Environment

My job is focused on creating believable characters for VR experiences as well as building tools to provide artists with the ability to create characters and tell stories all while working within virtual reality. My work varies between writing C++ plugins for UE4, project planning and management, shading and rigging characters, and designing user experiences for VR development tools and VR storytelling mechanics.

Adjunct Professor

Sep 2016 – Present

DigiPen Institute of Technology

Course instructor and advisor - Introduction to Technical Art

As a DigiPen professor I designed the curriculum for and teach my own course intended for senior and graduate-level fine arts and game design students interested in learning about the vast field of technical art. My responsibilities include creating lesson plans, assigning and grading projects on various technical art topics, and acting as mentor to students. I also advise on several independent study courses related to technical art.

Technical Artist

Aug 2012 – Jan 2016

Bungie, Inc.

Destiny, The Dark Below, House of Wolves, The Taken King

As a Technical Artist on Bungie's *Destiny* and subsequent expansions I worked on improving character quality and artist workflows. Focus areas included creation of the hair pipeline, advancing the cloth and vertex animation pipelines, and developing various simulation and secondary animation iteration tools. Additional work included developing shaders and simulation parameters for player and NPC cloth.

PRESENTATIONS

"Animating with Math"

GDC 2016

"Making Tools That Artists Want to Use: A Retrospective on Developing Hair and Simulation Tools for Bungie's *Destiny*"

CEDEC 2015

"Character Cloth and Hair Tools in Bungie's *Destiny*"

GDC 2015

"Character Heads Creation Pipeline and Rendering in *Destiny*"

SIGGRAPH 2014