

Experience

Curriculum Consultant and Lecturer

University of Washington

July 2017 – Present

Assisted in curriculum design and taught classes focused on developing content for real-time production and story-telling for Virtual Reality as part of the UW Reality Lab Studio.

Technical Art Director

Guerrilla Games

Nov 2020 – Oct 2021

Joined the Technical Art team at the end of the development of *Horizon Forbidden West*. Assisted other art directors in prioritizing and coordinating outstanding art and technical art tasks to prepare the project for ship.

Lead Technical Artist

Unity Technologies

July 2017 – Sept 2020

Managed and led a multi-national team of Technical Artist in the Unity Graphics R&D team. Oversaw the development of new artist workflows and tooling for graphics features that included Shader Graph, the Scriptable Render Pipelines, and Terrain. Contributed to various demos, training materials, and presentations. Frequently coordinated with other leads across the company to create road maps and year-long objectives.

Adjunct Professor and Advisor

DigiPen Institute of Technology

Sep 2016 – Dec 2018

Designed a Technical Art course curriculum for senior and graduate-level fine arts and game design students. Created lesson plans and assigned and graded projects. Acted as mentor and advisor for several independent study courses, and masters' theses.

Technical Director

Limitless Ltd.

Jan 2016 – Jun 2017

Wrote C++ plugins for UE4 demonstrating patented technology for character animation and story-telling inside of virtual reality. Other work included shading, character rigging, UX design, VR mechanics, and project-planning and task distribution for the engineering team.

Technical Artist

Bungie, Inc.

Aug 2012 – Jan 2016

Worked on improving character quality and artist workflows for Bungie's *Destiny* and subsequent expansions. Built the hair geometry pipeline, advanced the cloth and vertex animation pipelines, and developed various simulation and secondary animation iteration tools.

Education

MS in Interactive Entertainment

University of Central Florida, Dec 2012

BS in Digital Arts and Sciences

University of Florida, May 2011

Skills

Languages: Python, C#, C++, Java, Processing

Software: Unity, Unreal Engine, Maya, Photoshop, Substance Suite

Miscellaneous: Physics, cloth simulation, visual effects, shading, rigging, teaching, public speaking, project planning, management, UX design

Selected Talks and Presentations

"Cultivating Careers: Experiences as a Technical Artist" (Grace Hopper Celebration 2019)

"Learn How to do Stylized Shading with Shader Graph" (SIGGRAPH 2019)

"Rendering 2018: How to Get the Most out of Unity's New Rendering Features" (GDC 2018)

"Before and After AR/VR: Empowering the Paradigm Shifts in Education" (SIGGRAPH Asia 2017)

"Animating with Math" (GDC 2016)

"Making Tools That Artists Want to Use: A Retrospective on Developing Tools for Bungie's Destiny" (CEDEC 2015)

"Character Cloth and Hair Tools in Bungie's Destiny" (GDC 2015)