

## Skills

### Code

Python, Maxscript/MaxPlus, XML, JSON, HLSL, MEL/PyMEL/MayaAPI

### Content

3dsMax, Maya, Photoshop, SpeedTree, Quixel Suite, xNormal

### Engine

Unreal 4, Unity3D, Proprietary

### Dev

PyCharm, Visual Studio, SVN, Perforce, Qt Designer, Jira, Confluence, Excel

## Experience

### Blizzard Entertainment

#### Technical Artist | June 2015 – Present

- Supported the *Heroes of the Storm* FX team by solving tech issues and streamlining the FX content pipeline. Provided general support to tech designers and character/environment artists.
- Maintained deployment system for tools and code developed by Tech Art.
- Built and expanded tools for use by artists, tech designers, tech artists, and QA:
  - Data generation apps used by artists for rapid asset implementation in-game.
  - Art health app used by artists to identify sources of poor asset performance.
  - Build health app used by Tech Art and QA to identify the presence of invalid or sensitive content within a build.
- Restructured *Heroes of the Storm's* asset data to take advantage of scripting language features. Communicated between engineers & artists/designers to ensure editor stability during large-scale redevelopment of game data system.
- Contributed to centralized documentation of Tech Art tools on internal wiki.
- Expanded team's code library. Built and updated Python modules for interacting with game data, the 3dsMax API, source control, and build cleanup.
- Rigged characters & props for the *Machines of War* content release.

### Studio Wildcard

#### Contract Technical Artist | Apr. 2015 – Jun. 2015

- Provided technical art support during late-stage development of *Ark: Survival Evolved*.
- Built and updated master materials for characters, foliage, and FX in Unreal 4.
- Developed and disseminated optimization techniques for SpeedTree to artists.
- Coordinated with outsource art team to ensure character and prop assets met performance and quality standards.

### 3D Live Events

#### Contract Technical Artist | Jan. 2015 – Feb. 2015

- Supervised technical art development for VR music video demoed at SXSW.
- Educated art team with cinematic rendering background on optimization techniques for real-time rendering.
- Optimized VFX and model assets for the unique challenges of a VR environment.
- Investigated technical challenges to development of interactive DJ visualization in Unreal. Prototyped audio-driven gameplay and proprietary stereoscopic rendering output on tight deadlines.

## Education & References

### Bachelor in Science – Architectural Engineering

California Polytechnic State University, San Luis Obispo (2012)

### Bachelor in Applied Science – Game Art and Design

Ex'Pression College for Digital Arts (2014)

### Eric Spevacek

Technical Artist - Undead Labs

### Matt Doucette

Technical Artist - Blizzard