

## SKILLS

- Python, MEL, VEX, Qt
- Unreal Blueprint, Shaders
- Procedural Asset Creation
- SubD, Sculpting, UVs
- Art Pipeline Development, Optimization, Streamlining
- Technical Writing
- VFX Simulations
- PBR Texturing, Baking
- Rigging, Skinning
- Layout, Lighting, Rendering

## PROJECTS

- [Outer Worlds 2](#) (+ DLC)
- [Spectre Divide](#)
- [Killing Floor 3](#)
- Path of Exile 2 - [Opening Cinematic](#)
- DOTA 2 - [Cinematic Trailers](#)
- CS:GO - [Cinematic Trailers](#)
- Lost Cosmonauts - [Internal Film](#)
- Salvage - Opening Cinematic
- Acetylene (*Indie Game Dev*)

## SOFTWARE

- Blender, Maya, ZBrush
- Unreal 4 & 5, Source 2
- Visual Studio, VSC
- RenderDoc, PIX, UE Insights
- Adobe, Substance Suite
- Houdini
- Perforce, SVN, Git
- Confluence, JIRA, Notion

## EXPERIENCE

### Technical Artist . Beamdog . May 2025–Present

- Optimized upwards of 20,000 textures on contract projects to address ship-blocking issues.
- Developed advanced automation to filter the worst performing assets and handled asset optimization on a case-by-case basis.
- After finishing core development with Obsidian Tech Art support, I was assigned the sole Tech Artist on an Outer Worlds 2 DLC project with a timeline of over a year.
- Authored unified art pipeline for all departments within internal projects.
- Provided artists with guidance or mentoring resources.

### Tech Art / Tools Programmer . Mountaintop Studios . Jun 2023–Nov 2024

- Developed and maintained Qt-based tool & application launcher used by hundreds of internal and outsource artists, resulting in a fully automated artist and OS onboarding process.
- Developed a shared package to consolidate code duplication across all codebases, resulting in significant iteration time and overhead reductions.
- Developed an I/O system for interoperable Skeletal Meshes between Blender and Maya, resulting in a fully DCC agnostic asset pipeline.
- Redesigned tool pipeline infrastructure to reduce tech debt and support additional functionality.
- Worked with character, weapon, environment, and animation departments to integrate workflow and pipeline change requests while frequently testing for and solving artist pain points.
- Authored and maintained asset and reference content libraries for all art departments.
- Provided artists with mentoring resources during software transition, onboarding, and in general. I was frequently commended by leadership for efficient problem-solving and team morale focus.
- Developed and documented artist-friendly pipeline tools for Blender, Maya, and Unreal Engine.
- Authored skinning work for shipped character assets and handled OS skinning review.
- Wrote specifications for current and future pipeline tool development goals.
- Created easy to follow bullet point presentations with visuals for weeklies and documentation.

### Technical Artist . Lost Cosmonauts . Sep 2020–May 2023

- Developed new pipelines in preparation of engine switch for cinematic production, resulting in a streamlined render engine transition without major file format refactors.
- Authored real-time stylized and realistic PBR assets under given style-guides.
- Developed automation utilities for art tasks, I/O handling, data parsing, and rendering.
- Coordinated with Valve art and tech departments to match internal art pipeline standards.
- Authored environments using shipped assets and handled lighting based on concepts.
- Created rigid-body, smoke, fluid, cloth simulations and procedural assets in Houdini.
- Documented developed pipeline tools, rendering tools, and asset workflows.
- Wrote specifications for and led technical interviews for multiple positions.
- Handled technical quality assurance before client deliverable handoffs.

### Technical Artist . Tripwire Interactive . Nov 2022–May 2023 Jan 2025–Feb 2025

- Developed, documented, and maintained DCC pipeline tools to establish feature parity with Maya.
- Guided foundational development of Blender workflows.

### Hard Surface Artist . Dekogon . Oct 2020–Mar 2021

- Collaborated with concept department to create and deliver mid-poly style assets.
- Altered 3D designs for legal compatibility.