Henry Tripp Barrick

3D artist | Programmer
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Experience

Sherman's Quest   Aug 2024 - Present
- Working as a technical artist developing toon-style shaders for use in game.
- Creating, rigging, and animating low poly 3D characters.
- Expected release December 2024.

Shiagemp   Jan 2024 - Jun 2024
- Produced stylized PSX-style 3D assets to promote an immersive atmosphere
- Worked in Unreal Engine 5 to implement assets and create scripts
- Worked as a solo developer and self produced to ensure project would be completed,

Godslayers   Jan 2024 - Jun 2024
- Created and optimized scripts used for almost every aspect of the game
- Worked within the Godot Engine to implement 2D assets
- Provided design decisions and iterated with team members to improve enjoyment

Shade Hotel, Manhattan Beach, CA   Jun 2022 - Sep 2022
· *Front Desk Agent*
- Made Reservations and assisted guests with check-ins
- Dealt with complaints or requests made by guests of the hotel swiftly and efficiently

· *Bellman*   Jun 2021 - Sep 2021
- Greeted guests, handled luggage, and assisted with check-in
- Provided assistance for the overall guest experience

Skills

- Blender
- Autodesk Maya
- Substance Painter
- Godot

- Unreal Engine 5
- Adobe Photoshop
- Github

Education

University of California, Santa Cruz - Sep 2020 - Jun 2024
- Double Major: Anthropology and Arts and Design: Games and Playable Media

University of Tokyo - Apr 2023 - Aug 2023
- Study abroad program from April 2023 to July 2023