Lightfoot Buckeyne

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EXPERIENCE

TLM Partners / Endava Games, Remote
Senior Technical Artist (Game Dev. Consultant)

February 2022 - PRESENT

- Internal
  - Internal Team Training
    - Unreal Python Integration
    - Animation Blueprint Optimization
    - Profiling & Optimization
  - Resource for team members on other client projects
  - Supported UI/UX designers providing Art assets
  - Supported Engineers with Procedural Generation tooling & references
  - Internal game projects provided Design support for AI Generated Design docs
  - Built pipeline to convert internal tools into easy plugins for Unreal
- (NDA) Virtual Production Project
  - Built a system for using small videos to drive large stage effects & a tool for easy application for the Art Director
- Survios – Alien: Rogue Incursion
  - Supported Design in building a series of puzzle mini-games
  - Built several tools to aid in the creation of puzzles for both Art & Design
  - Supported Engineering in the creation of multiple weapon features after two key team members became unavailable
  - Fixed issues with dismemberment system
- Ascendant Studios – Immortals of Aveum
  - Optimized all animation blueprints by implementing multi-threading support
  - Optimized Control Rigs
  - Reduced memory costs across the game
  - Implemented system for swapping player mesh based on progression
  - Supported Cinematics team
- (NDA) Live Service Project Port
  - Prototyped initial UI system for overlay to support Gamepad
  - Implemented several UI features
  - Built UI/UX designs for new menus
  - Mapped entire UI & Interactions for the game to identify future problems and provide deep reference documentation
  - Identified many stability issues for the client
  - Helped educate client's team on Unreal best practices for UI implementation & rendering
- Starbreeze – Payday 3
  - Supported backend development of Cross-Platform VoIP

SUMMARY

Results oriented Game Developer with flexible skills to support Engineering, Art, and Design teams.

10+ years of developing experiences in Unreal Engine for Console, PC, VR, AR, and Mobile.

GAME CREDITS

Immortals of Aveum – 2023
Senior Technical Artist

Alien: Rogue Incursion – 2024
TLM Partners
(Senior Technical Designer)

Payday 3 – 2024
Senior Technical Artist

- **Houston Breakout**
- **Fear & Greed**

Helldivers 2 – 2025
Senior Technical Artist

SKILLS

Software

Unreal Engine · Unity · Blender · Photoshop · GIMP · Substance Designer · Adobe Premiere · DaVinci Resolve

Programming/Scripting

C · C++ · C# · Java
Python · Lua · Batch

Product Management

Perforce · Git
Jira · Confluence
Favro · Trello
DevOps · Agile · Scrum

- ○ Implemented UI front-end of VoIP to meet Sony Technical Requirements
- ○ Implemented UI front-end for Server Browser
- ○ Built initial prototype for unreleased UI feature
- Arrowhead Games Studio – Helldivers 2
  - ○ Improved onboarding for support studios
  - ○ Improved feature documentation to better support Artists
  - ○ Optimized HLSL Shaders
  - ○ Supported efforts to extend Engine functionality
  - ○ Pitched further process improvements to leadership

CG Spectrum, Remote – *Unreal Mentor (Realtime)*

May 2022 - PRESENT

- Built lesson content for new Technical Artist specialization lesson on Materials & Proceduralism
- 1-on-1 Mentoring for students

Cubic Mission and Performance Solutions, Orlando, FL
Technical Designer (Studio)

November 2018 - February 2022

- Spearheaded new projects for winning contracts & development of new features or teams
- Performance monitoring & triage to meet target frame-rates & improve player experience of multiplayer lessons
- Developed tools to optimize development pipelines across QA, Art, and Design
- Defined development processes for onboarding new members
- Mentored junior team members without sacrificing personal velocity on experimental features
- Continued to support the technical side of business development efforts around the studio, Hardware / Archives / Installers

Cubic Mission and Performance Solutions, Orlando, FL
Lead Game Content Developer (Business Development)

March 2016 - November 2018

- Oversaw the Design and Development of Features, and Build processes of all project demos
- Migrated PC demos to modern versions of Unreal
- Ported PC demos to Mobile hardware while preserving the experience
- Addressed team tech debt through documentation, mentoring, and implementation of best practices during migration & porting
- Built cinematics in Unreal to support video production efforts
- Supported the larger studio by developing a modularized content delivery system to improve installation file size requirements

AGame Marketing, Remote – *Software Engineer*

June 2014 - January 2016

- Decompiled & repaired promotional casino games
- Future proofed work by archiving souce code
- Adjusted graphics & videos to fit different clients & themes

*References available on request

AWARDS

CEO Award – 2020
Cubic

Awarded by the CEO and Senior Management to recognize talent. Earned for contributions toward growing the business in a new sector.

Values in Practice Award – 2020
Cubic

Earned for exemplifying company ideals and "Winning the Customer"

Innovation Award – 2019
Cubic

Granted to teams that perform exceptionally in growing the business.

EDUCATION

University of Central Florida
Bachelor of the Arts: Digital Media
August 2010 – May 2015

Specialization in Game Design