Liam Armitage

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SKILLS

Technical Skills: Shader Programming, Particles, VFX, Rigging, Asset Optimization, Documentation
Artistic Tools: Photoshop, Maya, Unreal Engine, Blender, Unity, Substance Painter, ZBrush
Programming: C#, C++, HLSL, Python, Git, Perforce
Languages: Bilingual in English and Japanese (N1 certified)
Project Management: Trello, Clickup, Google Drive**, Team Coordination & Communication:** Slack, Zoom

EXPERIENCE

RIT Maker Program - Sword of the Morel   Sep 2023 - Current
   Artist & Technical Artist
- Spearheaded art direction during a week-long game jam, earning the team the "Best Visuals" award.
- Secured a $10,000 stipend from RIT's Maker Program, highlighting the game's potential and enabling its continued development over the semester.
- Collaborated closely with programmers and game designers to implement level designs, troubleshoot technical challenges, and fine-tune player experiences.

Xana Adhoc Studios   May 2023 - Aug 2023
   Technical Artist
- Elevated game visuals by spearheading the implementation of innovative asset, material, and lighting optimization techniques, propelling performance and frame rate from 2.5-10 FPS to a consistent 25-40 FPS.
- Streamlined creative workflow by developing and documenting sustainable art pipelines, promoting artistic integrity while simultaneously bolstering technical performance.
- Overhauled and maintained the organization and naming conventions for over 500 assets, leading to a marked reduction in asset retrieval time and enhancing team productivity.

PROJECTS

Flipnote Shader   Apr 2023 - May 2023
Shader Development, Personal Project
- Developed a unique Flipnote-inspired shader in Unity, leveraging edge detection and dithering techniques to achieve a distinctive aesthetic for 3D game environments.
- Balanced visual quality and resource usage by integrating volumetric texture lookups and edge detection techniques, managing frame rates during gameplay.
- Enhanced scene adaptability and visual appeal by providing customization options for color saturation, palette type, and outline fidelity, addressing color washout issues and increasing artistic control.

Jolyne's Thread   Apr 2023
Procedural 3D Asset & Demo Animation, Personal Project
- Enhanced animation workflow efficiency by developing a procedural thread asset using Blender's Geometry Nodes and Shader editor.
- Streamlined creative processes with comprehensive procedural geometry and text generation, enabling seamless integration into various projects.
- Showcased tool's capabilities through a 30-second demo animation, demonstrating potential in creative contexts.

EDUCATION

Rochester Institute of Technology   **Rochester, NY**
Bachelor of Science in Game Design and Development, Minor in Japanese   **Expected Dec 2024**
   3.98 GPA   *Dean's List: Fall 2021 - Spring 2023*
   Relevant Coursework: *Data Struc & Alg for Games & Sim II, Console Development*