

# Liam Armitage

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<https://www.liamarmitage.com/> | <https://www.linkedin.com/in/liamarmitage/>

## SKILLS

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**Technical Skills:** Shader Programming, Particles, VFX, Rigging, Asset Optimization, Documentation, Visual Scripting

**Artistic Tools:** Unreal Engine, Blender, Maya, Photoshop, 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

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### 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, increase visual fidelity, and fine-tune player experiences.

### Xana Adhoc Studios

May 2023 - Aug 2023

#### Technical Artist

- Spearheaded the implementation of 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

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### [Flipnote Shader](#)

Apr 2023 - May 2023

#### Shader Development, Personal Project

- Developed a unique Flipnote-inspired shader using HLSL, 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

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### 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: Console Development, Data Struct & Alg for Games & Sim II