Liam Armitage

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SKILLS

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

EXPERIENCE

Xana Adhoc Studios   May 2023 - Aug 2023
Technical Artist
- Significantly boosted game performance through asset, material, and lighting optimization, leading to an increase in frame rate from 2.5-10 FPS to a stable 25-40 FPS.
- Spearheaded implementation and documentation of sustainable art pipelines, supporting artistic and technical performance.
- Streamlined the integration of NPCs into game environments by applying effective rigging practices.

RIT Student Tutor   Jan 2022 - Apr 2023
- Boosted academic performance for numerous students by providing mentorship in Game Design, Discrete Mathematics, and Interactive Media.
- Implemented tailored tutoring strategies, such as mirroring and hands-on examples.

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, effectively 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 geometry and text parameters, enabling seamless integration into various projects.
- Showcased tool's capabilities through a 30-second demo animation, demonstrating potential in diverse creative contexts.

Comdex Heist   Feb 2023 - Current
3D Character Asset Development, Personal Project
- Challenged full 3D asset development pipeline by creating two complete cyberpunk characters.
- Executed various stages of asset development, including moodboards, sketching, costume design, sculpting, retopo, UV maps, and texturing.
- Ensured smooth integration into game environments through efficient character rigging.

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*