Summon The ◇ Cat
Julien Liakos

About Me

My name is Julien Liakos, I am an R&D Technical Artist from South Africa.

I focus on tooling, automation, processes and bridging designers and developers. My place in a team is in removing friction from production.

Education:

2016 to 2019	Inscape Education Group	> B.Design in: Audio Visual Design

Experience:

2019 to 2020	Competitions:	> 48-Hour Game Development challange with skills focused on the Unity3D Game Engine.
		> Virtual Reality environment design competition. Hosted by HL:Alyx development community.
2021	Beyond Skyrim: Roscrea 3D Artist	> 3D Artist on the Skyrim Mod Beyond Skyrim: Roscrea, creating prop and weapon models
2023	Derivco: Graphic Designer	> Graphic Designer for Derivco designing prize graphics for the RandomPrizer product.
2024	Derivco: Technical Artist	> Moved roles in Derivco, working on the production pipeline of RandomPrizer, bridging Designers and Developers.
		> Making quality of life tools for Graphic Designers.
2025	Derivco: Technical Artist (Lead)	> Took on leading technical art for the production pipeline of the RandomPrizer project.
		> Shortening timeline, from 1 month to 2 weeks.
		> Upskilling team members to take on making RandomPrizer assets and general production.

see my work at: julienliakos.com
contact me at: julien_andrew@outlook.com

Skills:

> Basic Education
High School level formal training:
> *Information Technology*
> *Visual Art*

> Informal Training
- C# Game and App programming
- HTML, CSS and Javascript
- Python General Use

> Formal Education
(Studying at Inscape)
Adobe Products trained in:
- *Adobe Photoshop*
- *Adobe Illustrator*
- *Adobe After Effects*
- *Adobe Premiere Pro*
- *Substance Designer*

Specialization:
- *Pipeline Optimization*
- *Design Philosophy*
- *AI Training and Generation*
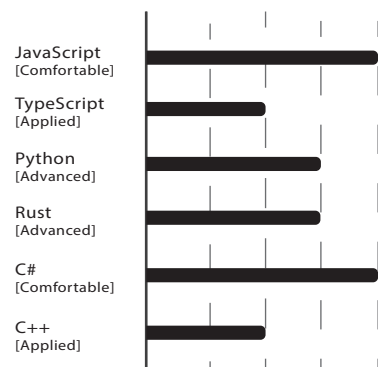- *Game Design Theory*

> Industry Experience
(Working at Derivco)
Large Project Experience:
- *Working with teamates.*
- *Coding in existing codebases.*
- *Tooling for pipelines.*
- *AI System Development.*
- *Upskilling team members.*
- *Modifying existing tools/apps.*

> Language Knowledge

JavaScript [Comfortable]
TypeScript [Applied]
Python [Advanced]
Rust [Advanced]
C# [Comfortable]
C++ [Applied]

> Tool Knowledge

Adobe Tools [Comfortable]
3D Tools [Comfortable]
Dev Tools [Advanced]
AI Tools [Advanced]