



Contact

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Education

Bachelors of Science | Game Art

Full Sail University

2012 – 2014

Skills

- AAA Pipelines & Tools: Unreal Engine (C++, Python, Blueprints), Unity, cinematic pipelines, shader/material workflows, real-time VFX
- Optimization & Performance: Real-time rendering, cross-platform scalability, GPU/CPU profiling, performance benchmarks
- Specializations: Rigging, shaders, real-time VFX, automation, content optimization, geospatial pipelines
- Programming & Scripting: Python, C#, JavaScript, pipeline automation
- Leadership & Mentorship: Cross-team collaboration, technical art direction, career growth guidance, training frameworks
- Production Management: Agile/Scrum, technical scoping, risk mitigation, UX/UI design integration

Anthony Davis

LEAD TECHNICAL ARTIST

PROFESSIONAL SUMMARY

Lead Technical Artist and Military Veteran with 10+ years of experience delivering AAA pipelines, real-time rendering solutions, and high-complexity problem solving across leading studios. Currently operating at a Principal-level scope, driving pipeline strategy, tool development, and performance optimization at scale. Adept at bridging engineering and art to elevate visual fidelity while ensuring production efficiency. Recognized mentor and technical leader with proven impact on team culture, knowledge sharing, and long-term pipeline strategy.

Work Experience

Lead Technical Artist

Intrepid Studios-San Diego, CA, USA | 2023 – Present

- Spearhead pipeline strategy and technical vision for a large-scale game, delivering scalable toolsets and shader systems.
- Architect and evolve Unreal Engine tools (C++, Python, Blueprints), enabling artists to iterate quickly and maintain high visual fidelity.
- Implement content optimization and real-time profiling to ensure cross-platform performance and stability.
- Mentor junior technical artists, establishing a culture of innovation, experimentation, and high-quality artifact creation.

Senior Technical Artist

Unity Technology-Orlando, FL, USA | 2020-2023

- Directed pipeline development and performance benchmarks for live-service projects.
- Built artist tools spanning VR/AR and geospatial simulations, integrating UX feedback into DCC workflows.
- Collaborated with engineering on vision-based systems and live pipelines, driving automation via Python and C# tools.

Technical Artist

Electronic Arts-Orlando, FL, USA | 2019-2020

- Designed cinematic pipelines, merging film production workflows with real-time pipeline needs.
- Created high-fidelity Unreal 4 Blueprints and shaders to support motion capture-driven assets and cinematic sequences.

Earlier Roles

- Defy Gaming (Co-Founder): Indie development across art, design, and production (2015-Present)
- Frogdice, Inc.: Technical Artist for rigging, shader development and various tools. (2013-2014)
- ServiceNow & Oracle: Technical support and knowledge system development (2016–2019)
- U.S. Army: Military Intelligence Systems Integrator with technical training experience (2002–2008)