

# AUSTIN BOOKER

Technical Artist and Designer

## SKILLS

AR / VR Development  
Agile POC / Prototyping  
C++, C#, Python Scripting  
Unreal Engine 4 Blueprints  
Soft Skills / Task Management  
Procedural Generation  
High / Low Poly Modeling  
Pipeline Development  
Git Repository Management

## SOFTWARE

Blender 3D Software  
Autodesk 3ds Max / Maya  
Adobe Substance Suite  
Proprietary Sim Software  
Adobe Photoshop  
Pixologic Zbrush  
Esoteric Spine 2D

## ENGINES

Unreal Engine 4  
Unity Engine

## HARDWARE

Oculus Rift / HTC Vive  
Android / iOS  
Windows Phone  
PC / MAC / LINUX

## CONTACT

Email: Hi@austinbooker.com  
Portfolio: www.austinbooker.com

## EXPERIENCE

**EGym** | FROM OCT 2016 - Current

**Freelance Technical Artist | Character, Animation, Lighting, Rendering**

Responsible for Designing, Modeling, and Texturing Characters and Exercise Equipment.

Responsible for Rigging and Rendering various Exercises and Equipment.

**FabuLingua** | FROM NOV 2021 - OCT 2022

**Technical Artist | C# Scripting, U.I. / U.X, Animation, Spine 2D**

Assisted artists, designers, and engineers in improving content creation pipelines and integration.

Responsible for task management and managing animators / technical artist.

**Virbela** | FROM JAN 2021 - OCT 2021

**Technical Artist | VR, C# Scripting, Environment, Lighting**

Responsible for organizing and integrating assets into the Unity Game Engine.

Assisted the team in developing tools, pipeline and workflows for the Unity Game Engine.

**Toptal** | FROM SEPT 2020 - JUN 2021

**Contract Designer / Technical Artist | VR/AR, C#/C++ Scripting, Environment**

Responsible for designing Interfaces and Interaction for VR in Unity and Unreal Engine.

Assisted clients with developing, optimizing, animating and integrating Environment and Characters.

**IT People Corporation: Lenovo** | FROM FEB 2020 - MAY 2020

**Contract 3D / Technical Artist | VR/AR, C# Scripting, Environment, Lighting**

Responsible for creating and integrating static and dynamic environment assets for VR in Unity.

Responsible optimizing, animating and integrating VR Interfaces for Unannounced VR Project.

**Shield AI** | FROM SEP 2018 - DEC 2019

**Technical Artist | C++/Blueprint, VR/AR, Procedural Generation, Environment**

Responsible for creating static and dynamic environments, human behavior and developing procedural / parameterized tools for utilization in UE4 and Shield AI's simulation system.

Assisted the team in researching and implementing technologies (Motion Capture, VR and AR) for utilization in Unreal Engine 4 and Shield AI's simulation system.

**GROVER GAMING** | FROM DEC 2014 - AUG 2017

**3D Artist | Character, Animation, Environment, U.I. / U.X**

Responsible for Developing and Implementing UI/UX assets into the Unity Game Engine.

Responsible for Designing, Modeling, Texturing, and Rigging assets for the Unity Game Engine.

## EDUCATION

**MET | MASTERS OF ENTERTAINMENT TECHNOLOGY**

Carnegie Mellon University, USA - May 2014

**BFA | BACHELOR OF FINE ARTS**

New Jersey City University, USA - May 2011