

# AUSTIN BOOKER

Technical Artist and Designer

## SKILLS

AR / VR Development  
Agile POC / Prototyping  
C++, C#, Python Scripting  
Unreal Engine 4 Blueprints  
Vex Language for Houdini  
Procedural Generation  
Physically Based Rendering  
High / Low Poly Modeling  
Pipeline Development  
Git Repository Management

## SOFTWARE

SideFX Houdini  
Blender 3D Software  
Autodesk 3ds Max / Maya  
Adobe Substance Suite  
Proprietary Sim Software  
Adobe Photoshop  
Pixologic Zbrush  
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

**FabuLingua, Inc. | FROM NOV 2021 - Current**

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

Responsible for design, develop and maintain tools/scripts to automate 3D and 2D art processes.  
Work with artists, designers, and engineers to improve content creation pipelines and integration.

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

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

Responsible for organizing and integrating assets into the Unity Game Engine.  
Assisting the team in developing tools, pipeline and workflows for the Unity Game Engine.

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

**Contract Designer / Technical Artist | VRIAR, 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.

**eGYM | FROM OCT 2016 - NOV 2020**

**Contract 3D / Technical Artist | Character, Rigging, Animation, Rendering**

Responsible for Designing, Modeling, and Texturing Characters and Exercise Equipment.  
Responsible for Rigging and Rendering various Exercises and Equipment.

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

**Contract 3D / Technical Artist | VRIAR, 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, VRIAR, 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