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 | 9 Years Exp.
Unity Game Engine | 6 Years Exp.

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 | UE5. Character. Animation. Lighting. Rendering
Responsible for task management. pipeline creation. rendering and optimization.
Responsible for character and equipment development. rigging. and animations.

FabuLingua | FROM NOV 2021 – OCT 2022
Technical Artist | C# Scripting. Optimization. Task Management. Spine 2D
Responsible for task management and managing animators / technical artists.
Assisted artists. designers. and engineers in improving content creation pipelines and integration.

Virbela | FROM JAN 2021 – OCT 2021
Technical Artist | 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 game assets.

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 for optimizing. animating. and integrating interfaces for Pico VR Educational Project.

Shield AI | FROM SEP 2018 - DEC 2019
Technical Artist | C++/Blueprint. VR/AR. Procedural Generation. Environment
Responsible for organizing and integrating assets and tools into Shield AI's simulation system.
Provided support for AI Engineers and Scientist to simplify user engagement with UE4.
Assisted in developing procedural / parameterized tools for utilization in UE4 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