

# AUSTIN BOOKER

Technical Artist and Designer

## SKILLS

AR / VR Development  
Agile POC / Prototyping  
C++, C#, Python Scripting  
Unreal Engine 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 | 6 Years Exp.  
Unity Game Engine | 9 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 - DEC 2023

**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** | 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 game assets.

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

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

**Technical Artist** | C++/Blueprint, VRIAR, 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