AUSTIN BOOKER

Technical Artist and Designer

SKILLS

Procedural Generation
Unreal Engine 4 Blueprints
Vex Language for Houdini
C++ / Python Scripting
High / Low Poly Modeling
Character Rigging
Shader Developement
Lighting For Game Development

SOFTWARE

SideFX Houdini
Autodesk Maya
Autodesk 3ds Max
Substance Painter
Substance Designer
Adobe Photoshop
Pixologic Zbrush

ENGINES

Unreal Engine 4
Unity Engine

HARDWARE

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

CONTACT

Email: austbooker@gmail.com

Portfolio: www.austinbooker.com

EXPERIENCE

Shield AI | FROM AUG 2018 - CURRENT
Technical Artist | 3D Assets, Web Design, U.I. / U.X.

Responsible for organizing and integrating assets and tools into Shield AI's simulation system.

Responsible for creating static and dynamic environments. lighting development and developing procedural / parameter based tools for utilization in the UE4 and Shield AI's simulation system.

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

eGYM | FROM OCT 2016 - CURRENT
Freelance 3D Artist | Character, Rigging, Rendering

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

Responsible for Rigging. Posing and Rendering various Exercises and Equipment.

GROVER GAMING | FROM DEC 2014 - AUG 2017
3D Artist | Character, 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.

KNIGHTSTRIKE | PHL COLLECTIVE | FROM DEC 2013 - MAY 2014
3D Artist, Interaction Designer | Character, U.I. / U.X.

Responsible for modeling. and texturing 3D assets for KnightStrike.

Assisted the team in developing and determining player interaction.

CARNEGIE MELLON UNIVERSITY | FROM JAN 2013 - DEC 2013
3D Artist, Animator, Interaction Designer | 3D Character, Animation, U.I. / U.X.

Responsible for art and interaction tasks for teams. Project Spearhead and My Hero Journey.

Assisted Project Spearhead in developing and designing 20 rapid prototypes and experiments for the virtual reality headset. Oculus Rift - Development Kit #1.

Assisted My Hero Journey in designing. developing. and playtetsting a child friendly user interface that encouraged children to read and create stories.

Assisted My Hero Journey in designing. building and installing the physical interactive exhibit in the San Antonio Childrens Museum of San Antonio. TX.

EDUCATION

MET | MASTERS OF ENTERTAINMENT TECHNOLOGY
Carnegie Mellon University. USA - May 2014

BFA | BACHELOR OF FINE ARTS
New Jersey City University. USA - May 2011