# 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

## 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 - 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 | 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 organizing and integrating assets and tools into Shield AI's simulation system.

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.

**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 SEP 2013 - DEC 2013**
3D Artist, Animator, Interaction Designer | Character, Animation, VR, U.I. / U.X.

Assisted Project Spearhead in developing and designing 20 rapid prototypes and experiments for the VR headset, Oculus Rift - Development Kit #1 in the Unity Game Engine.

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

## EDUCATION

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

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