

AUSTIN BOOKER

Technical Artist and Designer

SKILLS

High / Low Poly Modeling
Prototyping
U.V. Mapping
Concept / Development
Rigging
Texturing
Texture Baking
U.I. / U.X. Design

SOFTWARE

Pixologic Zbrush
Autodesk Maya
Autodesk 3ds Max
Substance Painter
Substance Designer
Adobe Photoshop
Adobe After Effects

ENGINES

Unreal Engine 4
Unity Engine

HARDWARE

Oculus Rift
Android / iOS
Windows Phone
PC / MAC

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 artistic assets into Shield AI's simulation system.

Responsible for creating static and dynamic assets (landscapes, hazards, obstacles, materials and characters) for utilization in the Unreal Engine for robotic simulation.

Assistig 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