Barrington Campbell

CONTACT

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Lynnwood, Washington
980087

Skills

Languages:

C# C/C++ HLSL/CG SQL

Javascript Java Python

Game Software:

Unity Unreal Direct X

OpenGL MonoGame PS4

Maya Blender MagicaVoxel

Other Software:

Git Visual Studio Photoshop

Illustrator Figma Jira

Premier Pro After Effects XCode

Honors & Awards

- Siggraph's 2021 Presenter
- University Delegate and Speaker
- Intel's 2018 & 2019 GDC Speaker
- Magic Studios GDC Floor Showcase
- Unity Ambassador
- Microsoft Imagine Cup Game Jam Winner
- Triseum - Educational Games Ambassador
- RIT Interactive Games & Media Ambassador
- Honors College & Dean's List (2016 – 2020)

Activities

- Electronic Gaming Society
- Computer Science House
- D-II Club Rugby
- Weightlifting Club
- Alpha Phi Alpha Mentee Program

Experience

Technical Artist
Unity Technologies
- Developing tools to better improve user workflows for worldbuilding elements of realtime development. Ex. - Altituted heatmap debug view for visualizing terrain heights.
- Integrated and managing data analytics APIs for collecting quantitative information on tool usage for determining user pain points within an efficent manner.
- Presented my findings and techniques within blog posts and talks, such as presenting at Siggraph 2021.
- Pushed to publish the verified versions of Terrain Tools package.

Technical Artist
Magic Spells Studio
- Lead a team of 10 in creating a single player top-down adventure game.
- Selected to showcase at GDC 2019 and speak at the Intel University Showcase.
- Developed a unique temporal AA tree occlusion shader that worked well with a top-down camera view, accentuated the environment art, and minimized overdraw.
- Added environment interaction VFX to immerse players within the level.

Graphics and Tools Engineering Intern
20th Centrury Fox: FoxNext Games
- Engineered dynamic batching system for a hex based world map used to minimize draw-call and allows full control when meshes are batched.
- Created artist specific tools. Ex. - Tool that allows the artist to check the texel density between items in a scene on the fly.
- Optimized prefab pooling code saving upwards to 40ms on every call.

Projects

Ichorous
- Multiplayer top-down open-world adventure game.
- Utilized houdini to create weapon shaped flow vector fields.
- Created fluid based weapons using fake metaball simultations.
- Integrated spline based and animation triggered ribbon styled weapon slash VFX.

MetroGnome (Published 2018-2019)
- 3D voxel based rhythm tower defense game
- Selected to showcase at GDC 2018 and speak at the Intel University Showcase.
- First place in the Microsoft Imagine Cup Game Jam at RIT.
- Optimized custom shaders to drastically improve mobile performance on low-mid tier devices.
- Created character models, custom IK rigs, and animations, as well voxel environment effects.

AR vs VR
- Two player cat and mouse game, with multiplayer between a mobile tablet and the HTC Vive.
- Scripted shaders including a physical based cell shader.
- Worked on character rigging while implementing an IK/FK rig for ease of animating.

Education

Rochester Institute of Technology, Rochester, NY **Graduated:** 2020
GPA: 3.93 – Summa Cum Laude & University Delegate
Bachelors of Science: Game Design and Development

Interactive Games and Media Ambassador – A highly selective association of passionate students who represent the IGM majors through different events and meeting with prospective students.