

Bob White - Senior Technical Artist

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Skills:

Languages: Python, C#, C++, Mel

Content Creation: Maya, Photoshop, Illustrator, After Effects, Node based material editors

Development: Visual Studio, Perforce, Swarm, Jira, Confluence, Git

Engines: Unity3D, Unreal 3, Unreal 4

Shipped Titles:

- **Go Army Edge: Soccer** - Senior Technical Artist
- **Go Army Edge: Football** - Senior Technical Artist
- **America's Army: Proving Grounds** - Senior Technical Artist
- **America's Army 3.1** - Lead Level Designer
- **America's Army 3** - Level Designer

Senior Technical Artist - Army Game Studio - 2011 - Present

Studio Tools:

- Managed tool development and deployment processes.
- Created and maintained build system for studio tools.
- Integrated Perforce directly into DCC applications.
- Created core logging framework for studio tools.
- Mentored and tasked other technical artists, defined our coding standards.
- Unified tools across multiple DCC application versions, and multiple engines.

Unreleased Projects – Unreal 4

- Ported UE3 based animation system to UE4. Creating new blueprint nodes as needed.
- Worked with engineering team to create perforce layout for sharing plugins and content between multiple projects.
- Worked with Engineering and Build teams implementing auto-build system for multiple projects.
- Worked with Design and Art teams to implement single project VIVE-VR / Mobile application.
- Created multiple blueprint additions to support Art and Design teams.

Go Army Edge: Football and Soccer – Unity3D

- Designed Animation system for virtual play-book applications.
- Worked with design, animation and engineering teams to integrate our animation pipeline with Unity.
- Helped define best practices for source control, and sharing of assets between multiple Unity projects.
- Created tools for recreating complex prefab hierarchies.
- Implemented a custom import system to simplify animation and character import process.

America's Army: Proving Grounds – Unreal 3

- Worked with Animation and Engineering teams to create a modular extensible animation system.
- Worked with Technical Animator to create tools to support this system.
- Worked with Environment teams to define level budgets, and provided tools to assist in maintaining those budgets.
- Worked with Character team to continuously adjust budgets as the overall design scope changed and the product evolved.
- Extended animation tools to assist in the creation of in game cinematics.

Lead Level Designer - Army Game Studio - 2011 – 2012

Level Designer - Army Game Studio - 2008 – 2011

Education:

- Ex'pression College for Digital Arts - B.A.S in Animation and Visual Effects