

# Bradley Padgett - Technical Artist

[Portfolio](#) | [bradleypadgett@gmail.com](mailto:bradleypadgett@gmail.com) | [LinkedIn](#)

---

## Education

Texas A&M University | College of Architecture, College Station TX  
Visualization Major - Bachelor of Science

2019 - 2023

## Mentorships

### Epic Games

2022 - 2023

Mentored by a Fortnite Tech Artist, focusing on forward/deferred rendering pipeline optimization strategies for principled shaders, and on coordinating data flow between Niagara FX, shaders, and gameplay systems.

## Work Experience

### LIVE Lab | Educational Game Development and Research Studio

March 2022 - May 2024

- Partnered with Shell to create interactive digital facility representations through on-site client collaboration.
- Collaborated with A&M Forestry Service on interactive demonstrations of deforestation and flood stages.
- Created and documented shader pipelines/tools in Perforce, supporting workflows for 3D/research teams.

## Recent Independent Projects

2022 - Current

### Stack | [stackplugin.com](https://stackplugin.com)

Reverse-engineering Niagara's architecture and codebase to rebuild it into a generalized, stack-driven node framework for authoring tools and custom editors in Unreal Engine. Designed modularly using MVVM patterns, built to support systems engineers and technical artists creating extensible editor workflows.

### Painterly Stylized Shaders

Developed two lightweight principled shaders for all assets, structured modularly using material attributes, functions, and instances. Focused on minimizing texture samples and shader instruction count, with platform-quality switches for hardware scalability. Also built Editor Utility tools to optimize mesh vertex counts and to streamline bulk-asset migration into the new stylized shader pipeline.

### Niagara Sailing FX

Leveraged Niagara's Grid2D Simulation Stages to dynamically bake collision query data into a localized render target, enabling tileable intersection masks for shaders and particle FX. Landscape and water shaders used the system to drive sand displacement and ripple effects. Also implemented Gerstner wave height sampling for splash FX, integrated alongside responsive sailing and drifting gameplay mechanics.

### Lantern Festival w/ PCG

Built editor tools integrating Niagara with Procedural Content Generation tools, enabling precise control over lantern scattering and foliage set-dressing. Lanterns were modeled entirely in-engine, leveraging Substrate's BSDF-based shaders and MegaLights to drive thousands of optimized, fully dynamic lights.

### AWS Demo | C++ Dedicated Server

Built a scalable multiplayer system with AWS GameLift, Lambda, and DynamoDB to support reliable matchmaking, authentication, and persistent player data, enhancing performance and player experience.

## Community Involvement

### Judge for Chillennium Game Jam at Texas A&M

2024

Served as a judge with industry professionals for the world's largest student-run game competition. Assessed game submissions on creativity, design, and technical execution while providing feedback to student developers.

### Child Advocacy Game for Scotty's House

2021

Collaborated with a non-profit and Brazos County Courthouse to design an educational courtroom simulation game for children; led project management, scripting, lighting, and repository management.