

Brian Chen

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EDUCATION

BS Computer Science and Engineering
University of California, Merced

Aug.2014 - May.2018

EXPERIENCE

Technical Artist - Star Citizen

Cloud Imperium Games, Los Angeles, CA

Aug.2018 - Present

- Rigged, animated, maintained, and provided technical implementation for thousands of art assets in Star Citizen.
- Developed and maintained a wide variety of tools for 3d artists and designers to use in 3ds Max, Maya, and CryEngine. Parallelized scripts for performance, and converted legacy tool UIs to use more modern, extensible Python/QT based UIs.
- Provided technical support related to asset creation to other programmers, designers, and artists.
- Spearheaded initiatives to create new methodologies for implementing new features, asset creation workflows, and performance optimizations.

GFX Artist - Midair

Archetype Studios, Seattle, WA

Mar.2015 - Feb.2018

- Designed particle effects and textures in Unreal Engine 4.
- Modeled, animated, and textured in-game 3D assets.
- Designed animated materials using the UE4 Blueprint system.
- Technically implemented particle effects and materials onto in-game projectiles, weapons, and vehicles.
- Successfully shipped a fully featured multiplayer first person shooter as part of a 20-person team.

Quality Assurance Intern

Liferay Inc., Diamond Bar, CA

Jun.2017 - Aug.2017

- Extended Python test suite to automate deploying test builds and SQL databases.
- Designed a system to simulate and test poor network connectivity.
- Optimized the performance of over 70 automated tests to reduce test suite runtime by 6 core-hours.

CERTIFICATIONS

Autodesk 3DS Max Professional Certification

Electric Waves Association

Nov.2012

SKILLS

<i>Languages</i>	Python, C#, C++, Java
<i>Frameworks</i>	.NET, PyMax/Maxscript, PyMel/MEL, Sql, Git, Jira, OpenGL, Qt
<i>Programs</i>	CryEngine/Lumberyard, Unreal Engine 4, Unity, 3ds Max, Maya, Zbrush, Photoshop

PROJECTS

Super Dash Cancel - Minimalist Fighting Game *C++, OpenGL, XInput*

A C++/OpenGL implementation of a game engine and sprite based fighting game, with multiplayer, VS AI, and universal joystick compatibility.

Party HUD - Dungeon Raiding Utility Mod *Lua, Python*

A UI mod for Don't Starve Together Multiplayer that displays the health status of nearby players onscreen. Over 16,000 Subscribers.