

BT Ward

btw@btward.com
847-373-0365

btward.com
they/them

Skills

Python, MEL, Qt, Pyside, Maya, Houdini, Blender, 3ds Max, MAXScript, Substance, C#, C++, Shaders (GLSL, nodes), Houdini

Experience

Technical Artist (Contract)

January 2022 – Present

Electronic Arts (EA Create Animation), Orlando, Florida (Remote)

- Resumed development on in-house animation picker tool with a focus on customization for non-humanoid rigs
 - Refactored save system and file format to add custom packed background images with backwards compatibility
 - Solved longstanding bug in application control causing a crash in some change reversion scenarios
 - Implemented feedback from animators on accessibility and UX
- Authored and iterated on a bespoke tool for visibility shortcuts in Maya based on the needs of an animator and advice from fellow technical artists
- Automated Maya animation export scripts for efficient processing and baking in bulk

Independent Technical Art & Character Art

Summer 2020

Technical projects explored during COVID

- Collaborated with indie artists to create a MAXScript that automates their workflow for mirroring skins
- Developed a Blender add-on which recreates the unique material inputs of Final Fantasy XIV, creating a more accurate preview for artists using a custom node-based shader
 - Implemented i/o for material input binary data, which is compatible with engine tools
 - Reviewed code from open source modding projects to create compatible tools
- Created custom character models, becoming familiar with processes of sculpting, normal map baking, material creation, texture painting, and skinning in 3ds Max, Blender, and Substance Painter/Designer

Data Management Tools Intern

Summer 2019

RWTH Aachen, Aachen, Germany

- Implemented Pyside interface in Robot Operating System for initiating and evaluating data recording across four networked robots, for integration into future modular testing software suites
- Designed future-proof sensor-data storage procedures, enabling future cooperation between mechanical and computer science departments on data analysis for up to a decade
- Collaborated in an international workspace, adjusting to various levels of language proficiency and cultural familiarity for cooperation on a team project

Media and Design Studio

Summer 2017 – March 2020

Northwestern Weinberg College of Arts and Sciences, Evanston, Illinois

- Restored outmoded digital archives for *Picpus*, *Walled Garden of Memory* in order to enable access on modern machines for teaching and research
 - Updated image details for IIIF implementation, creating an automated script to generate manifests from SQL data linked across multiple tables
 - Customized Omeka-S themes and plugins, using the Omeka PHP API and Omeka server events to streamline the user experience and add intelligence to the webpage
- Upgraded existing python scripts for syncing data between university registry and WebCheckout user/patron databases, streamlining the process to run automatically via cron with minimal impact

Education

Northwestern University, Evanston, Illinois

June 2021

McCormick School of Engineering and Applied Science

B.S. Computer Science

GPA: 3.3

Media Arts & Game Design Certificate

Significant Coursework:

Generative Methods, Computer Graphics, 3D Computer Animation, Data Structures