AUSTIN BOOKER

Senior Technical Artist

SKILLS

C++, C#, Python Scripting
Pipeline Development
AR / VR Development
Agile POC / Prototyping
Lighting / HLSL Shaders
Unreal Engine Blueprints
Anim Blueprints / Rigging
Soft Skills | Task Management
Editor / Runtime Tools
Procedural Generation
Git Repository Management

SOFTWARE

Autodesk 3ds Max / Maya
Autodesk Motion Builder
Cascadeur AI
Blender 3D Software
Adobe Substance Suite
Adobe Photoshop
Proprietary Sim Software
Pixologic Zbrush
Esoteric Spine 2D

ENGINES

Unreal Engine | 7 Years Exp.
Unity Engine | 10 Years Exp.

CONTACT

Hello@austinbooker.com

PORTFOLIO

www.austinbooker.com

LINKEDIN

linkedin.com/in/austbooker/
(Additional details on profile)

EXPERIENCE

Mindshow | FROM MAY 2023 – MAY 2025
Senior Technical Artist | Unity, Pipelines, Lighting, Shaders, Editor Tools
- Bridge between creative and technical teams, enhanced visual fidelity while maintaining performance
- Led real-time lighting for high-profile client projects using URP and HDRP rendering pipelines
- Developed custom PBR shader with Keywords for pipeline automation from Autodesk Maya
- Implemented feature requests including physics systems and ray tracing capabilities
- Optimized asset import processes through documentation, scripts, and editor tools

EGym | FROM OCT 2016 – FEB 2024
Freelance Technical Artist | UE5, Project Ownership, Pipeline Development, Asset Management
- Managed complete project lifecycle. Directed visual design from concept to delivery of exercise cinematics
- Developed Maya/UE5 pipeline for rigging and cleaning Motion Capture Data to Control Rig for animations
- Automated blueprints for Sequencer and Movie Render Queue for streamlining rendering workflows

FabuLingua | FROM NOV 2021 – OCT 2022
Technical Artist | Unity, Team Leadership, Rigging, Pipeline Optimization, C# Scripting
- Led 3-person team as Lead Technical Art, managed task assignments and mentored artists
- Optimized pipelines using Spine2D Rigging, URP, and custom shaders
- Collaborated with Product team on UI improvements for language learning platform

Virbela | FROM JAN 2021 – OCT 2021
Technical Artist | Unity, C# Scripting, Environment, Lighting
- Organized assets and developed tools/workflows for Unity Game Engine

Toptal | FROM SEPT 2020 – JUN 2021
Contract Designer / Technical Artist |VR/AR, C#/C++ Scripting, Rigging
- Designed interfaces and interaction for VR in Unity and Unreal Engine
- Developed and optimized game assets for various client projects

IT People Corporation: Lenovo | FROM FEB 2020 - MAY 2020
Contract Technical Artist |VR/AR, C# Scripting, Environment, Lighting
- Created environment assets and optimized interfaces for Pico VR Educational Project

Shield AI | FROM SEP 2018 - DEC 2019
Technical Artist |C++/Blueprint, VR/AR, Procedural Generation, Environment
- Integrated assets into AI simulation systems and developed procedural tools
- Provided support for AI Engineers to improve UE4 engagement

EDUCATION

- **MET | MASTERS OF ENTERTAINMENT TECHNOLOGY**
  Carnegie Mellon University, USA - May 2014
- **BFA | BACHELOR OF FINE ARTS & MINOR IN ART EDUCATION**
  New Jersey City University, USA - May 2011