

Toli Carter

Technical Art and Scripting

- 4 Years of Technical Art
- 6 Years of Video Game Development
- Setup and Automation of Perforce
- Artist Tools for Maya and Photoshop
- Model, Sculpt and Texture Creation
- Unreal Development Kit, Unity

Education

Art Institute of California, Los Angeles 2009
Bachelors of Science, Game Art & Design
Graduated with Honors and
Received the Outstanding Achievement Award for Technical Excellence

Professional History

Heavy Iron, Culver City, CA

06/2013 – 10/2013

Technical Artist

Reduced artist iteration time, improved the quality of content, deployed games.

- Pitched and authored visual improvements with a timeline for implementation.
- Wrote a Perforce wrapper in Python, tailoring the functionality to scripting needs.
- Tackled rigging scripts re-factor implementing clean data driven design.
- Hand painted digital cards and deployed Unity games to specialized hardware.
- Automated export of multi-target animation files in After Effects.

Riot Games, Santa Monica, CA

03/2010 – 02/2013

Associate Technical Artist

Developed the technical and art teams using research, creating tools and teaching techniques to ensure best practices.

- Built a Photoshop toolkit integrating a Perforce save and deploy system tightly into the texture artist's workflow dramatically reducing texture iteration time.
- Authored Maya toolkit to create easy access to common functionality.
- Invented a method to author flow maps for the in-game river system using Maya fluids.
- Surveyed internal tool needs and created long-term plans for efficiency improvements.
- Collaborated to bring a Halloween version of the world to the players.
- Reviewed outsource work, creating documentation enforcing consistent quality and style.
- Deployed version control for art team members, handling setup and troubleshooting
- Updated map graphics to prototype visual improvements during the 'Shiny' initiative.

Additional Superpowers

- Make Something Unreal Finalist, Phase 2 and 4, 2008
- 3rd place, Unearthly Challenge 2009, "Emberspawn"
- Game "Bacon Pancakes Mobile" (2013 - present), 2D dungeon crawler in PSM
- Web Comic "Infinite Paradox" (2004 - 2006), weekly comics
- Archer, Fire Dancer