

# Toli Carter

## Technical Art and Scripting

- 4 Years of Technical Art
- 6 Years of Video Game Development
- Perforce Setup and Automation
- 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

Received the Outstanding Achievement Award for Technical Excellence

## Professional History

**Heavy Iron, Culver City, CA**

**06/2013 – 10/2013**

### Technical Artist

Accelerated artist iteration, 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.
- Re-factored rigging code, improved code organization and usability.
- Hand painted digital cards, deployed Unity builds to specialized hardware.
- Automated batch-export process for After Effects animations.

**Riot Games, Santa Monica, CA**

**03/2010 – 02/2013**

### Associate Technical Artist

Played an integral role in the establishment of the technical and art teams, created tools, introduced techniques and vetted candidates

- 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 toolbox with a suite of key authoring tools and utilities.
- Invented a method to author flow maps for the in-game river system using Maya fluids.
- Surveyed internal tool needs and created long-term pipeline backlog.
- Created Halloween version of main game map as part of in-game holiday event.
- Reviewed outsource work, created quality and style guides.
- Handled version control setup, deployment, and troubleshooting for art team members.
- Updated map graphics and shaders to prototype new visual targets.

## Additional Superpowers

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