

# Toli K Carter

Technical Artist

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## Objective

As a hybrid technical and artistic resource contribute to reducing technical difficulties through communication and automation.

## Skills

Maya and Photoshop Tools

Python Scripting

Perforce Setup and Automation

Pipeline Maintenance

Level Authoring

Asset Creation

## Technical Proficiencies

Python, PyQt,

Maya, MEL, PyMEL

Photoshop, ExtendScript

Perforce, Git

HLSL/CgFx

3ds Max

zBrush, Mudbox

Unreal

## Experience

Heavy Iron (June 2013 –October 2013)

Optimized AfterEffects export pipeline and rigging scripts

Riot Games (March 2010 – February 2013)

Responsible for tools and user setup, focused on environment artist pipeline, created and released maps, prototyped look and feel.

Blind Wink Games (July 2009 – August 2009)

Iterated on effects for a vertical slice in Unreal.

Isopod Labs (January 2009 – May 2009)

Developed weapons scripts and effects for an Xbox live arcade title.

Digital ToyBox (May 2008 – December 2008)

Created effects for an animation rendered in Unreal.

## Awards

Unearthly Challenge 3<sup>rd</sup> place with entry “Emberspawn”

Make Something Unreal finalist in Phase 2 and 4 with Boilerplate for:

Best; Graphics, Game Mod, vCTF Level, New Character, FPS

Interviewed on G4tv “Will Work For Games: Student Developers” about Legion [<http://g4.tv/M3G7UU>]

## Education

B.Sc. in Game Art & Design, The Art Institute of California – Los Angeles, Graduated with Honors,

## Student Works

Game Wizards (October 2007 – March 2009)

Projects: Detox, Legion ,Boilerplate, Dead Man's Tales

Lead game mod teams of 30+ crafting high quality mods for Unreal 3.

Red Giant (June 2008 – September 2008, June 2009 – January 2010)

Project: Phantasmagorium

Created a Maya asset pipeline, managed content and directed asset creation.