IAN WOSKEY

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EDUCATION DREXEL UNIVERSITY / DIGITAL MEDIA ACCELERATED BS/MS
MASTER OF SCIENCE 2013   **BACHELOR OF SCIENCE** 2012 GPA 3.0

PROFICIENCIES

Photoshop, Maya, Unity, Zbrush, Substance, After Effects, C#, HTML5, CSS, Javascript, Git, Game Production, Digital Art, Education.

EXPERIENCE

TECHNICAL ARTIST THE CRYSTAL CORE, BITLOFT 2019 - PRESENT

- Building performant shaders and effects for game characters.
- Scripting tools and drafting clear documentation to streamline the installation of assets I create.
- Participating in interviews as the tech art department representative.
- Wrangling and implementing character assets; ensuring consistency, functionality, and optimized memory usage.
- Training team members in the use of plastic SCM and plastic Gluon version control.

ADJUNCT PROFESSOR GAME DESIGN AND PRODUCTION, DREXEL UNIVERSITY 2017-2018

- Teaching Game Design and Practical Game production in courses including Introduction to Game Design, Experimental Game Design, and AI in Gaming.
- Responsible for creating weekly lecture materials on far reaching topics including Game Theory and animating procedural geometry in Unity.
- Responsible for guiding the progress of multiple simultaneous fast paced game productions.

LIGHTING TECH ARTIST KEYS TO THE COLLECTION MOBILE APP, SPECK.TECH 2016

- Responsible for recreating and improving baked lighting in Unity 5 to match a previous Unity 4 project.
- Created atmospheric high quality lighting while ensuring low memory usage for mobile performance.
- Worked closely with the development team to troubleshoot and resolve previously existing issues affecting lighting and performance.

SELF EMPLOYED CONTRACTOR AND FREELANCE ARTIST   2014-PRESENT

- Editing videos for diversity training programs for companies including Cracker Barrel.
- Assisting in the management and organization of complex editing projects.
- Creating illustrations and logos for print and digital use, ranging from abstract design work to complex painterly portraits.

PROJECTS

GAME DEVELOPER INDEPENDENT GAME PRODUCTIONS 2014-PRESENT

- Managing a team of like minded creatives to meet and contribute remotely to game productions.
- Developing various systems including character pipelines, UI, AI, Character controllers etc as the team's production generalist, and documentation manager,

MASTER'S THESIS DEAD END: The Influence of the PC on Player Emotional State and Action 2013

- Created a self-contained 15 minute horror game over the course of a ~ 4 month development period.
- Organized a 40 participant user test study to examine the effects of 2 distinct polarized sets of player character animations on player performance and interpretation of events.
- Drafted a ~50 page thesis paper building a thoroughly researched case to support my hypothesis, examining my test results, and explaining my conclusions.

CHARACTER ARTIST OPERATION DINO, ACADEMY OF NATURAL SCIENCES 2012

- Communicated with the Academy of Natural Sciences and created a 3D mobile game for integration and installation into exhibits around the museum.
- Responsible for guiding art direction and creating High quality assets.