



IAN WOSKEY

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

PROFICIENCIES

Photoshop, Maya, Unity, Zbrush, Substance, C#, HTML5, Git, Plastic, Character Production, Game Prototyping, 3D Art, Tool Scripting, VFX, Shader Creation, Concept Art, Animation.

EXPERIENCE

◆ TECHNICAL ARTIST MOBILE GAME, BITLOFT 2019

- ◆ Designed the animation blend tree for our player character.
- ◆ Designed and implemented cloth and joint hybrid simulation for the player character's hair and tail.
- ◆ Worked remotely communicating daily with my team utilizing Slack, Jira, and Plastic SCM.
- ◆ Oversaw visual and technical direction for environment and character art.
- ◆ Assisted management with all planning meetings; coordinated collaboration between teams.
- ◆ Created weekly review builds; responsible for performance testing and optimization on target device.

◆ TECHNICAL ARTIST THE CRYSTAL CORE, BITLOFT 2019

- ◆ Built performant shaders and effects for game characters.
- ◆ Scripted tools and drafted clear documentation to streamline the installation of assets I made.
- ◆ Participated in interviews as the tech art department representative.
- ◆ Wrangled and implemented character assets; ensuring rig consistency, functionality, and optimization.
- ◆ Trained team members in the use of plastic SCM and plastic Gluon version control.

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

- ◆ Instructed students on game design and practical production concepts.
- ◆ Production concepts covered included shader development, Unity C# scripting, procedural geometry, procedural animation, rapid prototyping, and experimental AI.
- ◆ Responsible for guiding the progress of multiple fast paced game productions each term.

◆ 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.

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 project manager.

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

- ◆ Created all aspects of a 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 confident vs withdrawn player character animations on player performance and interpretation of events.
- ◆ Wrote a thesis paper building a thoroughly researched case to support my hypothesis, explain my testing methodology, examine test results, and explain my conclusions.

◆ CHARACTER ARTIST OPERATION DINO, ACADEMY OF NATURAL SCIENCES 2012

- ◆ Created a 3D mobile game for integration and installation into exhibits around the museum.
- ◆ Designed, modeled, rigged, animated and implemented the games main character.
- ◆ Responsible for guiding art direction with feedback from the Academy of Natural Sciences.