

Michael Kato

Technical Artist

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<https://michael-kato.github.io/portfolio/>

Skills

- Maya, Unity, Unreal, CoD Engine, Perforce, Git, Mercurial, Python, C#, C++, JavaScript
- Expert understanding of content pipelines, workflow automation, and performance optimization

Experience

Meta Platforms | 2020 - 2023

Horizon Worlds (VR) - Senior Technical Artist (IC5)

- Tackled performance issues on mobile VR platforms, ensuring stable user experience while adhering to a tight release schedule for 300,000 monthly active users
- Developed automated perf testing framework, enhancing efficiency and reliability of testing processes
- Developed multi-faceted dashboards to visualize performance statistics over time, sorting performance trends by world, player count, hitch frequency, and more, which aided in data-driven decision making

Apple Inc. | 2019 - 2020

Synthetic Data - Technical Artist

- Spearheaded procedural scene generation and asset ingestion pipelines, maintaining high standards of consistency and quality
- Developed QA tooling for assets, scenes, and the metadata describing them implementing a host of checks for common errors

Sledgehammer Games | 2014 - 2019

Call of Duty - Technical Artist

- Supported Maya, Photoshop, and Substance exporters, mesh modifiers, rigging tools, level editors, and batch scripts
- Collaborated with engineering and art teams to implement, test, and provide feedback on new features, ensuring optimal functionality and performance
- Played a key role in achieving consistent 60fps across all game modes and console platforms, troubleshooting CPU and GPU performance bottlenecks

Education

The Art Institute of Silicon Valley

BA in Game Art & Design: July 2009 - March 2013, Sunnyvale, CA