

Nate Maxwell

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Experience

Lead Visualization Unreal Tech Artist / Pipeline Architect - Digital Domain **March 2020 - Present**

- Oversaw pipeline tools development and workflows between Maya, Unreal Engine 5, Nuke, Blender, Nuke, and other DCCs.
- Created an event service based pipeline architecture for easily adding new DCCs to the pipeline and expanding the existing tool-sets in supported DCCs.
- Directed, explored, and developed tools for new techviz, virprod, and interactive services for clients and internal use.
- Managed and coordinated the unreal development team, keeping focus on the bigger picture and framework.

Unreal Engine Technical Artist - Digital Domain **April 2019 - January 2020**

- Rapid prototyped to identify layout, actions, duration, and art styles in early stages of development for various experiences.
- Created shader networks, master materials, shader function libraries, and optimized shaders.
- Profiled, play tested, and identified points of large resource consumption and worked with a team to identify solutions.
- Interacted with clients to determine layouts that helped realize their vision.
- Worked with look dev artists to optimally achieve desired results for problematic assets.

Systems Designer - SVA Games Inc. **February 2016 - October 2017**

- Contributed to initial Iron Titans toys to life strategy game.
- Coordinated with the core design team by creating comprehensive rules documentation and set the foundation for future added content.
- Analyzed and sorted data for game balancing and coordinated with engineers about systems and their designs, refining the toys to life experience.

3D Environment Artist (Contract) - STRIVR Labs **August 2016 - October 2016**

- Assisted in refactoring and optimizing CG Environment.
- Worked with engineers in porting an environment from one engine to Unreal Engine 4 for PlayStation VR.
- Gave feedback and worked with developers, introducing them to the Unreal 4 workflow.

Filmography / Work

**The Last of Us Season 2 - Agatha: Coven of Chaos - Live the Sims Life commercials - Morbius
She Hulk Attorney At Law - Black Panther Wakanda Forever - Digital Human Zoey
Spider-Man No Way Home - The March VR Experience**

Education

Western Iowa Tech

- Assoc. Video Game Design, 2013