

Richard "Ricardo" Tucker

Technical Artist
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EDUCATION

CARNEGIE MELLON UNIV.

MASTER OF ENTERTAINMENT
TECHNOLOGY

Expected May 2019 | Pittsburgh, PA

BS IN COMPUTER SCIENCE

Expected May 2018 | Pittsburgh, PA
Minor in Animation & Special Effects

LINKS

Portfolio: <http://ricardotucker.com>

Github:// [ricardomantv](#)

LinkedIn:// [ricardotucker](#)

COURSEWORK

Building Virtual Worlds

Computer Graphics

Research Topics in Game Development

Character Rigging for Production

Experimental Animation

SKILLS

PROGRAMMING

C • C# • C++

Python

Javascript • JQuery

HTML5 • CSS3

Git • Perforce

MULTIMEDIA PROGRAMS

Unity3D

Autodesk Maya

Blender

Adobe Premiere CC

Adobe After Effects CC

Adobe Photoshop CC

Adobe Audition CC

Logic Pro X

EXPERIENCE

FACEBOOK | SOCIAL VR - SOFTWARE ENGINEERING/TECHNICAL ARTIST INTERN

May 2017 - August 2017 | Menlo Park, CA

- One of Facebook's first-ever Social VR interns working on Facebook's Oculus app, Facebook Spaces.
- Redesigned the user interface for the avatar creation process.
- Created Unity3D editor tools for team artists to rapidly make new avatar hair textures in-engine.
- Wrote a script to copy blend shape deformations from avatar head models and apply them to separate hair models.

NTREPID | PASSAGES - SOFTWARE DEVELOPMENT INTERN

Summers 2014, 2015, 2016 | Herndon, VA

- Full-time intern working on Ntrepid's cyber security product, Passages, a web browser with a built in virtual machine to protect users from virus attacks.
- 2014 - Developed the license key generation and verification algorithm, and wrote the customer database, written in Python's Django web framework.
- 2015 - Designed a remote-access virus, masked as a Javascript Firefox add-on, to test the security of Passages compared to Firefox and to be featured in Passages' demo video.
- 2016 - Provided guidance and support as Lead Intern to 10 other interns. Developed a white-label VPN tunnel service for Ntrepid customers to purchase and distribute amongst their companies. This tunnel service was written with Qt Creator for the front end, and Python/PyQt for the backend.

PROJECTS

SIGEP WARS: ESCAPE FROM JAKKU | SOLO PROGRAMMER/ARTIST

April 2017 · Unity3D/C#

A virtual reality experience that puts guests in the turret seat of the Millennium Falcon to shoot down pursuing TIE fighters and save Rey and Finn from the First Order! This was featured in Sigma Phi Epsilon's booth for the CMU 2017 Spring Carnival, which won first place for the fraternity division.

BODY, MY BODY | SOFTWARE ENGINEER

April-May 2017 · C++

A music video produced for the Pittsburgh experimental music and dance group, Slowdanger. Wrote an openFrameworks application to create point cloud animations of dances choreographed by Slowdanger, recorded with Carnegie Mellon University's Panoptic Studio dome.

ISLAND EXPLORATION | LEAD PROGRAMMER

October-December 2016 · Unity3D/C#

A virtual reality locomotion research project to design a new means for users to explore a virtual space much larger than their physical space through a scaling mechanic.

EXTRACURRICULARS

2015-present Sigma Phi Epsilon Fraternity

2015-present CMU Orientation

Brother Mentor

Head Orientation Counselor