Richard "Ricardo" Tucker

Technical Artist | Software Engineer
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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
Unreal Engine 4
Autodesk Maya
Blender
Adobe Premiere CC
Adobe After Effects CC
Adobe Photoshop CC
Adobe Audition CC
Logic Pro X

AWARDS

2018 · CMU Senior Leadership
Recognition

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

LEGEND OF ZELDA: TWILIGHT CRISIS | Programmer/3D Artist
April 2018 · Unity3D/C#/Autodesk Maya
A Wiimote arcade shooter game that takes 2 players on a journey to fight monsters and Ganondorf to save Hyrule and the Twilight Realm! This was featured in Sigma Phi Epsilon's booth for the CMU 2018 Spring Carnival, which one third place for the fraternity division.

SIGEP WARS: ESCAPE FROM JAKKU | Programmer
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.

EXTRACURRICULARS

2015-present	Sigma Phi Epsilon Fraternity	Brother Mentor
2015-2018	CMU Orientation	Head Orientation Counselor
Present	CMU Camp Kesem	Cabin Counselor