

## Luke Stilson

### Technical Artist

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  - **Portfolio / Personal Site:** [www.lukestilson.com](http://www.lukestilson.com)
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### Summary:

Technical Artist with extensive experience in custom tools creation for studio art workflows, shader creation, asset optimization, and pipeline creation. Adept at bridging the gap between artists and programmers with a strong multidisciplinary background.

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### Top Skills:

- **Tools design for game art** - Python, C#, C++, Blender/Geometry Nodes, Unreal blueprints
  - **Shader design and integration** - Substance, Shadergraph, UE node-based shaders, OpenGL/HLSL
  - **Asset design and optimization** - pipeline systems, visual effects, simulations, modular design tools
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### Experience:

#### OnChain Studios

*Technical Artist* | February 2023 - Present

- **Facilitate Cross-Team Communication:** Align art and dev teams goals by shedding light on abilities and limitations, proposing solutions through practical examples, drawing from research and experience
- **Develop Tools:** Create Python and C# tools for pipeline setup, performance analysis, art implementation, level-design, lookdev and rendering
- **Optimize and Prepare 3D Assets:** Streamline prep and delivery workflows with OpenPype, Ayon, and custom toolsets to ensure consistency and ease of engine implementation
- **Design and Integrate Animation:** Create complex animation control methods for character animation, VFX and simulations with a focus on system scalability
- **Develop gameplay and systems:** Create complete experiences and games that seamlessly integrate into systems managed by the back-end dev team
- **Author and Optimize Shaders:** Design and optimize shaders in Unity and create tools and methods for texture compression, channel-packing, optimization and procedural techniques
- **Design and Integrate VFX:** Implement VFX and particle systems in various software for use on target platforms

## Arrow International, Inc.

*Lead Technical Artist / August 2020 - February 2023*

- **Managed Workflows:** Bridged the gap between artists and programmers, leading meetings on structure, pipeline, and organization
- **Created and Integrated Art:** Converted art assets into game-ready assets, compositing EXR files, prepping rigged models, and creating assets using Blender, Maya, Substance, and Adobe tools for Unity
- **Developed Tools:** Scripted and documented tools for artists and programmers to improve workflow, including Blender Python addons, Unity C# scripts, and GLSL & node-based shaders

## ONEFIRE, Inc.

*3D Generalist, Gameplay Programmer / July 2017 - January 2020 (on contract basis)*

- **Developed Experiences:** Pitch, design, create and develop AR, VR, and mobile games from start to finish using Unreal Engine and Unity with a small team
- **Implemented Game-Art:** Designed props, game-ready materials, shaders and UI for Unity and Unreal
- **Modeling, Texturing, Design:** Created 2D and 3D content for mobile, AR and VR games
- **Composed Audio:** Created digital music and sound effects for games using various DAWs and Unity/Unreal

## Float

*Designer / July 2017 - February 2018*

- **Created Art:** Created 2D, 3D, and Vector graphic elements for a broad range of clients in mobile-learning and novel AR instructional industrial applications
- **Front-End Development:** Designed UI for high-profile client websites and apps
- **Established UX:** Assisted in establishing ideal user flow with regards to UI/UX
- **Maintained Content:** Managed large mobile-learning content systems with CMS tools and Git

## The Iona Group

*Animator / Front-End Developer / July 2017 - February 2018*

- **Animated Content:** Created branded informative animations for various clients
- **Pitched and Executed:** Designed and pitched detailed storyboarded animations to clients
- **Implemented Designs:** Developed atomic web elements using Twig, SCSS and JavaScript
- **Re-Skinned Games:** Implemented custom art in learning experience games, games following client branding guidelines

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## Education:

### Bradley University | Peoria, IL

Bachelor of Science in Interactive Media, Bachelor of Science in Music  
2013 - 2017