TRENT RIEK

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Howdy! I am an aspiring Technical Artist and a Graduate Visualization student at Texas A&M University. I have a Visualization BS with minors in both Computer Science and Game Design & Development. With my growing art skills and comp sci background, I'm eager to further my experience and contribute to the success of your business!

EDUCATION

MS VISUALIZATION, TEXAS A&M UNIVERSITY, GPA: 3.77 – Expected Graduation: SPRING 2022
BS VISUALIZATION, TEXAS A&M UNIVERSITY, GPA: 3.71 – May 2020
MINORS: COMPUTER SCIENCE, GAME DESIGN & DEVELOPMENT – May 2020

ACADEMIC EXPERIENCE

MODELING & ANIMATION – Stepped through the animation pipeline in my coursework; Created short animations with rigged characters in Maya and rendered using RenderMan. Also constructed Houdini procedural assets. Recently worked with motion builder.
PROGRAMMING – Completed Computer science minor as well as took graphics classes which taught fundamentals of graphics coding in OpenGL. Internship experience testing and debugging software.
VIDEO GAMES – Developed games in In Unreal and Unity – primarily worked on game flow, level & UI design, and project management. Also have experience with VR in Game engines.

SKILLS

- Unreal
- Maya
- C++, Python, C#
- MotionBuilder
- Houdini
- OpenGL
- Git & Perforce
- Docker & Kubernetes

HOBBIES

- Video Games
- Tennis
- Legos
- Photography

WORK EXPERIENCE

Summer 2021 SOFTWARE ENGINEER, RAYTHEON INTELLIGENCE & SPACE – McKinney, TX
- Worked in McKinney's Immersive Design Center (IDC)
- Developed a Obj to USDZ format converter for use with AR on mobile devices.
- Utilized FARO Laser Scanning Software to scan multiple buildings. Registered and converted to point clouds/meshes.

2020-2021 TEXAS A&M UNIVERSITY – COLLEGE STATION, TX
- GAT (GRADUATE ASSISTANT TEACHER) - Worked as a Lab lead, taught basics of Houdini and Unreal to participating TAMU students for use in research project. Built curriculum for CHISPA educational project.
- TA (TEACHING ASSISTANT) - Led labs teaching Students the basics of scripting in Python within Maya software.
- GAR (GRADUATE ASSISTANT – RESEARCH) – *Current position*. Worked on developing an Oculus VR training program to prep nurses for Forensic Nursing.

SUMMER 2020 SOFTWARE DEVELOPER INTERN, SPECTRUM – GREENWOOD COLORADO (REMOTE)
- Learned the principles of containerization, practiced building containers and clusters.
- Exposure to Docker, Golang, Kubernetes, and Cluster tools (Kops, Helm, etc).

SPRING 2019 SOFTWARE DEVELOPMENT INTERN, ANSYS – AUSTIN, TX
- Worked on the ACT API development team for the ANSYS Mechanical Workbench product. Fixed defects with API methods and object calls. Created documentation for workspace setup and debugging.
- Started team's work on implementing new recording feature within the API. Feature both recorded UI calls as API commands for user as well as replaced Jscript code.
- Ran regression tests on both Windows and Linux to test my code.
- Used Microsoft Visual Studio, Team Foundation Server (TFS) for development. Source Control with Git.

SUMMER 2018 CODE SENSEI, CODE NINJAS – COLLEGE STATION, TX
- Directed programming activities in week long camps for kids, primarily Scratch programming skills.

SUMMER 2017 DIRECT SERVICE STAFF, THINKERY AUSTIN CHILDREN'S MUSEUM – AUSTIN, TX
- Provided tours, guided camp activities & STEAM Education in museum galleries, and worked for museum admissions.

VOLUNTEER WORK

Texas A&M Habitat for Humanity, 2018 – 2021, 450+ hours volunteering for the Williamson and Brazos county chapters.
Leadership Positions: Director of Fundraising, Volunteer Coordinator, Director of Advocacy, Co-President