

AUSTIN BOOKER

Technical Artist and Designer

SKILLS

AR / VR Development
Agile POC / Prototyping
C++, C#, Python Scripting
Unreal Engine 4 Blueprints
Vex Language for Houdini
Procedural Generation
Physically Based Rendering
High / Low Poly Modeling
Pipeline Development
Git Repository Management

SOFTWARE

SideFX Houdini
Blender 3D Software
Autodesk 3ds Max / Maya
Adobe Substance Suite
Proprietary Sim Software
Adobe Photoshop
Pixologic Zbrush

ENGINES

Unreal Engine 4
Unity Engine

HARDWARE

Oculus Rift / HTC Vive
Android / iOS
Windows Phone
PC / MAC / LINUX

CONTACT

Email: Hi@austinbooker.com
Portfolio: www.austinbooker.com

EXPERIENCE

Virbela | FROM JAN 2021 - Current

Technical Artist | VR, C# Scripting, Environment, Lighting

Responsible for organizing and integrating assets into the Unity Game Engine.
Assisting the team in developing tools, pipeline and workflows for the Unity Game Engine.

Toptal | FROM SEPT 2020 - JUN 2021

Contract Designer / Technical Artist | VRIAR, C# / C++ Scripting, Environment.

Responsible for designing Interfaces and Interaction for VR in Unity and Unreal Engine.
Assisted clients with developing, optimizing, animating and integrating Environment and Characters.

eGYM | FROM OCT 2016 - NOV 2020

Contract 3D / Technical Artist | Character, Rigging, Animation, Rendering

Responsible for Designing, Modeling, and Texturing Characters and Exercise Equipment.
Responsible for Rigging and Rendering various Exercises and Equipment.

IT People Corporation: Lenovo | FROM FEB 2020 - MAY 2020

Contract 3D / Technical Artist | VRIAR, C# Scripting, Environment, Lighting

Responsible for creating and integrating static and dynamic environment assets for VR in Unity.
Responsible optimizing, animating and integrating VR Interfaces for Unannounced VR Project.

Shield AI | FROM SEP 2018 - DEC 2019

Technical Artist | C++/Blueprint, VRIAR, Procedural Generation, Environment

Responsible for creating static and dynamic environments, human behavior and developing procedural / parameterized tools for utilization in UE4 and Shield AI's simulation system.
Assisted the team in researching and implementing technologies (Motion Capture, VR and AR) for utilization in Unreal Engine 4 and Shield AI's simulation system.

GROVER GAMING | FROM DEC 2014 - AUG 2017

3D Artist | Character, Animation, Environment, U.I. / U.X.

Responsible for Developing and Implementing UI/UX assets into the Unity Game Engine.
Responsible for Designing, Modeling, Texturing, and Rigging assets for the Unity Game Engine.

KNIGHTSTRIKE | PHL COLLECTIVE | FROM DEC 2013 - MAY 2014

3D Artist, Interaction Designer | Character, U.I. / U.X.

Responsible for modeling, and texturing 3D assets for KnightStrike.
Assisted the team in developing and determining player interaction.

EDUCATION

MET | MASTERS OF ENTERTAINMENT TECHNOLOGY

Carnegie Mellon University, USA - May 2014

BFA | BACHELOR OF FINE ARTS

New Jersey City University, USA - May 2011