

AUSTIN BOOKER

Technical Artist

SKILLS

AR / VR Development
Agile POC / Prototyping
C++, C#, Python Scripting
HLSL Shader Development
Unreal Engine Blueprints
Soft Skills / Task Management
Procedural Generation
High / Low Poly Modeling
Pipeline Development
Git Repository Management

SOFTWARE

Blender 3D Software
Autodesk 3ds Max / Maya
Adobe Substance Suite
Proprietary Sim. Software
Adobe Photoshop
Pixologic Zbrush
Esoteric Spine 2D

ENGINES

Unreal Engine / 6 Years Exp.
Unity Game Engine / 9 Years Exp.

HARDWARE

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

CONTACT

Email: Hi@austinbooker.com
Portfolio: www.austinbooker.com
Linkedin: [linkedin.com/in/austbooker/](https://www.linkedin.com/in/austbooker/)

EXPERIENCE

Mindshow | FROM MAY 2023 - PRESENT

Freelance Technical Artist | **Unity, Rendering Pipelines, Lighting, Shaders**

Providing support to content creators for tools, pipeline, and feature requests.
Assisting in designing and developing improved material pipelines, processes, and workflows.
Mentoring teams in researching and implementing tools and real-time technology.

EGym | FROM OCT 2016 - FEB 2024

Freelance Technical Artist | **UE5, Character, Animation, Lighting, Rendering**

Created an Unreal Engine 5 pipeline for animation, rendering and sequencer.
Developed characters, equipment and control rigs for rigging, and mo-cap animation clean up.

FabuLingua | FROM NOV 2021 - OCT 2022

Technical Artist | **C# Scripting, Optimization, Task Management, Spine 2D**

Managed tasks and reviewed work created by animators / technical artists.
Assisted artists, designers, and engineers in improving content creation pipelines and integration.

Virbela | FROM JAN 2021 - OCT 2021

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

Organized and integrated assets into the Unity Game Engine.
Assisted the team in developing tools, pipelines, and workflows for the Unity Game Engine.

Toptal | FROM SEPT 2020 - JUN 2021

Contract Designer / Technical Artist | **VR/AR, C#/C++ Scripting, Environment**

Designed interfaces and interaction for VR in Unity and Unreal Engine.
Developed, optimized, animated, and integrated game assets for clients.

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

Contract 3D / Technical Artist | **VR/AR, C# Scripting, Environment, Lighting**

Created and integrated static and dynamic environment assets for VR in Unity.
Optimized, animated, and integrated interfaces for Pico VR Educational Project.

Shield AI | FROM SEP 2018 - DEC 2019

Technical Artist | **C++/Blueprint, VR/AR, Procedural Generation, Environment**

Organized and integrated assets and tools into Shield AI's simulation system.
Provided support for AI Engineers and Scientist to simplify user engagement with UE4.
Assisted in developing procedural / parameterized tools for utilization in UE4 and Shield AI's simulation system.

EDUCATION

MET | **MASTERS OF ENTERTAINMENT TECHNOLOGY**

Carnegie Mellon University, USA - May 2014

BFA | **BACHELOR OF FINE ARTS**

New Jersey City University, USA - May 2011