

# 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](mailto:Hi@austinbooker.com)  
Portfolio: [www.austinbooker.com](http://www.austinbooker.com)

## EXPERIENCE

### eGYM | FROM OCT 2016 - CURRENT

**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.

### Shield AI | FROM 2018 - 2019

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

Responsible for organizing and integrating assets and tools into Shield AI's simulation system.

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.

### CARNEGIE MELLON UNIVERSITY | FROM SEP 2013 - DEC 2013

**3D Artist, Animator, Interaction Designer | Character, Animation, VR, U.I. / U.X.**

Responsible for art and interaction tasks for teams. Project Spearhead and My Hero Journey.

Assisted Project Spearhead in developing and designing 20 rapid prototypes and experiments for the VR headset, Oculus Rift - Development Kit #1.

Assisted My Hero Journey in designing, developing, and play-testing a child friendly user interface that encouraged children to read and create stories.

Assisted My Hero Journey in designing, building and installing the physical interactive exhibit in the San Antonio Children's Museum of San Antonio, TX.

## EDUCATION

### MET | MASTERS OF ENTERTAINMENT TECHNOLOGY

Carnegie Mellon University, USA - May 2014

### BFA | BACHELOR OF FINE ARTS

New Jersey City University, USA - May 2011