

Brett Stephens

Technical Artist

OBJECTIVE

Ambitious and eager Technical Artist, with years of experience in both Unity and Unreal game engines; seeking a position that allows me to continuously grow as a Technical Artist and take advantage of the latest technology to create the best solutions for my employer while hopefully getting back to Unreal Engine.

Titles

MyVegasSlots: Patriotic, Electrolink Bingo, CandyKingdom, SambaDrums, AliceInWonderland, CoopersMinecart, HappyDogs
PLAYSTUDIOS — VFX-Artist

Publishing on: Android, IOS

Animated all scenes and VFX, set up in game trigger events, managed in-engine assets

World War Bots - Magic Fuel Games — Technical-Artist

Publishing on: Android, IOS

Reduced build size by 24%, increasing frame rate by roughly 100%. Managed animation pipeline, rigs, in game assets, and Substance to Unity pipeline.

Wonder X - The Grail VR — Technical-Artist

Published on: Magic Leap Store

Created and managed rigs, Maya script development, training for character modeler, assisted with in engine dynamic hair simulations, real time particle systems, Advised on the Maya to Unity pipeline.

Animation to JSON File Tool - python - Github:

https://github.com/brettscodentools/AnimationToJSON_Tool

Hair Dynamics Tool - python - Github:

https://github.com/brettscodentools/hair_dynamics_tool

FK/IK Blend Maker - python - Github:

https://github.com/brettscodentools/Auto_rigging_tool_collection/blob/master/scripts/fk_ik_blend_creator.py

EXPERIENCE

 **Zynga**, San Francisco (Remote) — Senior Technical-Artist

Jan 2023 - Feb 2024

Duties: Working in unity creating prefab stubbing for new features, VFX, shader code, work with engineering to debug and troubleshoot new features.

PLAYSTUDIOS, Burlingame (Remote) — VFX-Artist

May 2020 - July 2022

Duties: Animated all scenes and VFX, created VFX assets from provided art assets. Managed in engine prefab assets, troubleshoot technical issues, front end LUA coding, and edited and rendered out a few character rigs.

 **Magic Fuel Games**, San Leandro (H) — Technical-Artist

August 2019 - January 2020

Duties: Assist in Substance to Unity pipeline, manage in game assets, assist and create tools for the art team, developed animation scripts to retarget animations, rig and animate characters. Consulting with engineers to develop proprietary assets for in game animation.

The Grail VR, San Francisco — Technical-Artist

October 2018 - November 2018

Duties: Rig and develop rigging tools, also define issues in the pipeline as well as help develop a standard of quality assurance checklist for assets produced.

EDUCATION

Academy of Art University, SF — Associates in Game Development
Graduated : December 2018

Lansing, MI, 48910

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Github: <https://github.com/brettscodentools>

SKILLS

Rigging and tool development for the animation pipeline in Maya using PySide2

Realtime VFX for games in Unity and Unreal 4

Animation scripting using python in Maya

Substance Painter, Designer, and Alchemy

cleaning up Motion capture files in Motion Builder

Programming in Python, Mel-Script, Java, LUA and Visual Blueprints for Unreal engine

Designing shaders in GLSL Code, and the node based systems of Maya and Unreal engine

3D modeling and rendering in Autodesk Maya

Game scripting for character controllers in Unity and Unreal 4

Texture asset creation in Photoshop and 3D Coat

REFERENCES

Ibrahim Nakhal — Systems Tech Designer
High Voltage Games
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David Hernandez Diaz
Software Engineer
Cold Iron Studios
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Dora Pintek — Senior Concept Artist
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