

Joshua Houser

Technical Artist

<http://www.joshua-houser.com/>
joshuahouser3d@gmail.com
Atlanta, GA 30092
(865) 771-4902

Objective: Full-time position as a Lead or Senior Technical Artist

- Strong programming, 3D math, and problem-solving skills (C++, Python, HLSL, C#, & more)
- Tool creation, runtime animation logic, console performance, material/shader development
- Leadership experience both as Manager and Senior IC, strong communicator and teacher
- VR, AR, and XR production experience in Unreal and Unity for desktop, console, and mobile
- Experience crafting images in Vray, Arnold, Mantra, Mental Ray, and Renderman renderers

Software:



Employment: Crystal Dynamics (Senior Technical Artist II), Remote (07/2022 – Present)

Titles: Tomb Raider: Catalyst, Tomb Raider: Legacy of Atlantis

Character Technical Art including Tools & Pipeline development, Runtime Animation, and Shading & Materials across multiple DCCs and the Unreal Engine. Led initiatives including adding new sub-editors, plugins, and systems to Unreal (C++, Slate); character and animation pipeline development (Maya, Python, Qt, Houdini Engine); layered material workflow and HLSL shader development in Unreal; CPU and GPU performance capture and optimization; and mentoring and growing talent throughout the team.

Hi-Rez Studios (Lead Technical Artist), Alpharetta, GA (10/2018 – 07/2022)

Titles: Rogue Company

Lead team of four Technical Artists developing AAA cross-platform UE4 multiplayer third-person shooter; authoring Blueprints and C++ classes to drive character & weapon animation; managing multi-platform HLSL shading pipeline; creating master materials for characters & weapons; map, character, & weapon performance; pipeline development

Trick 3D (Lead Technical Artist), Atlanta, GA (09/2015 – 09/2018)

Creating UE4 plugins, Blueprints, & tools in C++ and Python; Unity C# coding; developing stereoscopic 3D apps and animations for HTC Vive and Samsung Gear VR; modeling & shading assets in 3ds Max/Vray; excellent commercial production pipeline experience.

MacInnes Scott (Freelance), Los Angeles, CA (10/2016 – 02/2017)

Senior Environment Artist for Lumiere-nominated animation “Trump in VR: Wide Awake”; Technical Artist for VRLA showcase animation “Grace VR” (VFX, lighting, performance)

Projects: Floorplan Revolution (Trick 3D) (2016 - 2018)

Programmed a C++ plugin for Unreal Engine that generates a 3D home from a 2D floorplan, reducing project timeline by 50%; Custom Blueprint creation and blueprint tools/assets to automate environment creation; Python scripting to optimize pipeline; Unreal Engine prop modeling, shading, lighting, & rendering.

ProceduRule: A Procedural Modeling Tool (Graduate Thesis) (2016 – 2017)

Programming a Maya plugin to propagate large geometry batches efficiently using distribution maps and splines. Created an animation to showcase the tool.

Education: Savannah College of Art and Design (Atlanta, GA) Mar 2017, MFA in Visual Effects East Tennessee State University (Johnson City, TN) Dec 2013, BS in Digital Media