

TAYLOR WRIGHT

TECHNICAL ARTIST

www.tbwrightartist.com

Twitter: @tbwrightartist

Email: tbwrightartist@gmail.com

skills

3D	Languages	Other
Maya	Python	VS/PyCharm/Rider
3DS Max	Macscript/MEL	Perforce/Git
Houdini	C++/C#/JavaScript	Unreal/Unity

work experience

Aspyr Media | Senior Technical Artist | 2022 - Present

- **Engine Tools**

I currently manage our in-engine tools in UE/5. This includes the creation and maintenance of our internal Tools plugin, Python API for other tech artists to use, and more advanced needs like editor modes, custom Slate implementations, and third-party plugin support.

- **Animation Design/Engineering**

I worked to nativize and optimize our animation blueprints, moving as much into code as possible and multithreading the rest. I implemented a solution to utilize Unreal's Update Rate Optimization to better handle animation calls.

- **Procedural world design**

I am leading a small team working in Houdini and Blender to level up our world- and level-design tools. This includes tool creation, evaluation, and profiling.

Technically Games | Owner | 2019 - Present

- **Technical Art Freelancing and Consulting**

I work with clients from games, film, and archdev, primarily in rigging, animation pipeline, and tools, to aid in bringing their vision to life. This includes high-detail facial rigs, rigging solutions, and best practices for creating efficient pipelines.

Stray Kite Studios | Senior Technical Artist | 2019 – 2022

- **Saints Row - The New Saints**

UI Engineer: I served as a UI Engineer, programming views and menus for Deep Silver Volition's new Saints Row game. This included working with art and engineering to implement the Music Player phone app and the Camera phone app.

- **Unannounced Project**

Tools/Pipeline Development: I served as a tools and pipeline developer on a AAA product in an established IP. This included numerous DCC- and Editor-side tools to aid in artist and designer workflows, as well as ease pipeline bottlenecks. This was mostly in Python and C++ (including Unreal's Slate syntax).

Technical Animation: I supported the animation team by developing streamlined rigging and animation tools to speed up iteration time, as well as developed new animation nodes in C++ for use in Unreal.

EA Capital Games | Technical Artist | 2018-2019

- **Star Wars: Galaxy of Heroes**

Rigging and Pipeline: Rigged all characters during my time at EA in a custom rigging system I developed and wrote. Created the Maya/Max pipeline and implemented across

the team. Worked closely with the lead animator to develop a bespoke rig paradigm that would be evergreen and work for all the wacky characters Star Wars is known for.

Content Branching: Developed various Perforce/Python/JIRA tools we used every day to ensure solid, robust branching between all live and dev branches of SWGoH. Worked with Release, Art, Engineering, and Production to ensure the tools meshed well with those of other departments. Distributed my tools to other teams for their use.

Robot Entertainment | Technical Artist | 2014-2018

- **ReadySet Heroes**

Rigging and Pipeline: Rigged all characters for prototype projects and developed the animation pipeline in Maya to work for in-office and remote workers.

Animation Engineer: Took on the role of animation engineer on all projects studio-wide, using C++ in UE4 to develop robust and dynamic animation modules for quick iteration. Worked closely with lead engineers and animators to tailor the suite to their needs.

- **Orcs Must Die! Unchained**

Pipeline Automation: Wrote multiple suites of tools for concept, modeling, texturing, export/import, animation, etc.

Rigging: Principle rigger on the project. Was responsible for rigging all characters, minions, and traps (after Sept. 2014) in 3DS Max. Developed an auto-rigging system (Maxscript) with customizable modules to meet any needs the animators required.

Asset Implementation: Primary implementer of all characters, minions, and traps on the project. This included exporting/importing from 3DS Max to Unreal, setting up all animation trees, physics bodies, etc., and any following bugs that came about from QA. Also aided the Hero team in R&D/implementation for new Heroes and abilities.

Gearbox Software | Contract Artist | 2014

- **Homeworld: Remastered Collection**

Asset Upgrading: Retopologized all in-game ships, add-ons, engine trails, etc. Also created numerous assets used in in-game cinematics (modeling, texturing, shader setup, export/import).

Visual Effects: Redid most visual effects in the game in conjunction with one other remote artist.

full credits

Bounty Star (2023) | DINO GOD, Annapurna - Senior Technical Artist

Potionomics (2022) | Voracious Games, XSEED Games - Rigger

Saints Row (2022) | Deep Silver Volition - UI Engineer

Tiny Tina's Assault on Dragon Keep: A Wonderlands One-shot Adventure (2021) | Gearbox, Stray Kite - Addt Tech Art Support

Fortnite Creative (2020) | Epic Games, Stray Kite - Senior Technical Artist

Ready Set Heroes (2019) | Robot Entertainment - Technical Artist

Star Wars: Galaxy of Heroes (2019) | EA Capital Games - Technical Artist

Orcs Must Die! Unchained (2015-2017) | Robot Entertainment - Technical Artist

Homeworld Remastered Collection (2015) | Gearbox - Contract Artist

education

The Guildhall at SMU | August 2012 – May 2014

Master of Interactive Technology, Art Creation

Indiana University – Purdue University Fort Wayne | August 2008 – May

2012 BFA, Printmaking, Minor in Art History

other

Mentor | Animation Diversity Foundation | 2020 - Present

Speaker | Freelancing Technical Art: A Few Dos and Don'ts | GDC 2022