

DOUGLAS HALLEY

TECHNICAL ARTIST

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SPECIALITIES

- Asset Management
- Asset Optimization
- Pipelines Development
- Tool Development
- Rigging
- Visual Effects

SOFTWARE

- Maya
- Houdini
- Photoshop
- Illustrator
- InDesign
- Nuke
- PyQt
- Perforce
- Jira
- Deadline

GAME ENGINES

- Unreal Engine 4
- Unity
- A-Frame

LANGUAGES

- Python
- Mel
- HLSL
- JavaScript
- HTML
- C++

SHIPPED TITLES

Hollowed

Project Polish Productions

Oct. 2017

AWARDS

Astro Smash Cosmo Clash

Space Florida Contest Winner

Indie Galactic Space Jam

Aug. 2015

EXPERIENCE

Technical Artist Intern

Orlando, FL

Baker Barrios Architects, Inc.

Aug. 2017 – Present

- Established and documented workflows used to take Revit architectural models to treat in 3ds Max and then to real-time environments
- Developed script for Dynamo to record use of procedural content within Revit
- Procedurally created HTML using Python for the web VR platform A-Frame

Art Manager/Technical Artist, *Hollowed*

Orlando, FL

Project Polish Productions, LLC.

Feb. 2017 – Oct. 2017

- Established and maintained art pipeline using Perforce
- Optimized art assets to reduce real-time performance costs
- Authored Python script for Maya to move an object and its pivot to the origin to improve level designer workflow inside the game engine
- Authored bipedal auto rig using Python for Maya
- Procedurally generated assets within UE4 using blueprints
- Procedurally animated assets through their UE4 materials by using parameters, material functions, vertex coloring, and packed textures
- Authored a UE4 post process material to add several layers of colored fog based on the scene's depth to achieve the desired environmental aesthetic

Art Lead/Technical Artist

Orlando, FL

Florida Interactive Entertainment Academy

Aug. 2016 – Present

- Established and maintained art pipelines for various projects using Perforce
- Authored Python script for Maya to transfer UVs to a skinned mesh and maintain a clean history on the final version
- Collaborated on the procedural animation of the jaw bones of character skeletons to simplify the character's dialogue animation

Technical Intern (IT/Render Wrangler)

Orlando, FL

Falcon's Creative Group

Mar. 2016 – Jun. 2016

- Monitored and troubleshooted the studio's render farm, which consisted of 120 computers, using Deadline
- Troubleshooted software and hardware computer issues throughout the company

Technical Artist, *Willow & Philo*

Orlando, FL

University of Central Florida

Jan. 2014 – May 2014

- Managed and troubleshooted stability of Maya assets for 3D animated short
- Set up render passes and rendered sequences using Mental Ray
- Composited footage in Nuke while following a linear color space workflow

EDUCATION

Florida Interactive Entertainment Academy

Orlando, FL

University of Central Florida

Dec. 2017

- MS in Interactive Entertainment: Technical Art

School of Visual Arts and Design

Orlando, FL

University of Central Florida

Dec. 2014

- BFA in Emerging Media: Experimental Animation, Minor in Computer Science