

# Joshua Houser

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## Technical Artist

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

**Skills:**

- Strong programming, 3D math, and problem-solving skills (C++, Python, HLSL, C#, & more)
- Tool creation, runtime animation logic, console performance, shader development
- 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: Unannounced Project**  
Character Technical Art including Runtime Animation, Shading & Materials, and Tools & Pipeline development across multiple DCCs and the Unreal Engine. Work includes adding new sub-editors to Unreal (C++, Slate), Qt tool development in Maya with Houdini Engine, layered material workflow in Unreal, CPU performance capture and optimization, etc.

**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.

**Oval Office: An Interactive Tour (Undergraduate Honors Thesis)** (2011 – 2013)  
Modeling, lighting, and shading for photorealistic render in Maya/Mental Ray and for use in the Unreal Engine. Published on HTC Vive in “Trump in VR: Wide Awake” in 2017.

**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