Weston Wright
TECHNICAL ARTIST

Contact & Portfolio
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Phone 817-908-8066
Location St. Charles, IL
Website westonwright.dev
Demo Reel westonwright.dev/demo-reel/

EDUCATION

B.S. in Arts and Entertainment Technologies
University of Texas at Austin
Specialization in Game Art and Rendering
Graduated - May 2022

TOOL EXPERIENCE

Game Engines
Unreal 4 & 5
Unity

Art & Programming
Substance Painter & Designer
Adobe Suite
ZBrush
Maya
Cinema 4D
HLSL
Unreal Material Graph
Unreal Niagara
Unreal Blueprints
C#
Python

Production
Perforce
Jira
Miro

Partial Experience
Houdini
C++
OpenGL

SHIPPED AAA GAMES

Fortnite Battle Royale
Technical Artist
Unreal Engine 5
May 2023 - Present

- Asset & Shader Creation - Created and implemented major set pieces, effects, and animations viewed by over 10 million players.
- Teamwork - Worked with international cross-disciplinary teams and directors to reach implementation goals and refine visuals based on concept art and feedback.
- Platform Scalability - Scaled assets to run wide ranging platforms from low-end mobile devices to consoles and high-end PCs.
- Timeline Management - Quickly iterated on assets to support previsualization and development as each project progressed, shipping 5 in-game events and various assets within strict deadlines.

WORK EXPERIENCE

High Voltage Software
Technical Artist
Hoffman Estates, IL
May 2023 - Present

- Meeting Client Vision
- Materials & Shaders
- 3D Modeling
- UV Unwrapping
- Optimization
- Scalability
- Blueprint Logic
- Team Communication
- Referencing Concept Art
- Bug Fixing & Debugging
- Integrating with other Artist's Work

UT School of Design and Creative Tech
Undergrad Professor Assistant
Austin, TX
March 2022 - May 2022

- Collaborated with industry-experienced professor to prioritize areas of learning for students.
- Tutored students in Unity and developing and implementing C# code and Shaders in HLSL.

Game Worlds Camp
Instructor/Assistant
Austin, TX
March 2022 - August 2022

- Authored and taught game creation lessons to students aged 8 - 18.
- Provided mentorship and feedback to students.

ADDITIONAL PROJECTS & ACHIEVEMENTS

Game Jams (2020 - 2022) - westonwright.dev/portfolio
- Frogmented - *Programmer* - **Best in Show**
- XYZYX - *Programmer/Artist* - **Best in Show**
- Pizza Pandemonium - *Programmer* - **Best in Show**
- Heartstring - *Programmer* - **Best Gameplay**

Animation (2016 - 2017)
- *Mending Broken Stars* - UIL, Texas - **3rd in State**
- *Spectromo* - UIL, Texas - **State Semi-finalist**