Liam Armitage

Technical Artist

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EXPERIENCE

RIT MAKER PROGRAM | Artist & Technical Artist, Mushroom Kid's Big Grass Sword

September 2023 – Current

→ Spearheaded art direction during a week-long game jam, earning the team the "Best Visuals" award.

→ Secured a $10,000 stipend from RIT's Maker Program, highlighting the game's potential and enabling its continued development over the semester.

→ Collaborated closely with programmers and game designers to implement level designs, increase visual fidelity, and fine-tune player experiences.

XANA ADHOC STUDIOS | Technical Artist

May 2023 – August 2023

→ Spearheaded the implementation of asset, material, and lighting optimization techniques, propelling performance and frame rate from 2.5-10 FPS to a consistent 90-120 FPS.

→ Streamlined creative workflow by developing and documenting sustainable art pipelines, promoting artistic integrity while simultaneously bolstering technical performance.

→ Overhauled and maintained the organization and naming conventions for over 500 assets, leading to a marked reduction in asset retrieval time and enhanced team productivity.

PROJECTS

FLIPNOTE SHADER | HLSL, Python, Unity

April 2023 - May 2023

→ Developed a unique Flipnote-inspired shader using HLSL, leveraging edge detection and screenspace dithering techniques to achieve a distinctive aesthetic for 3D game environments.

→ Enhanced scene adaptability and visual appeal by providing customization options for color saturation, palette type, and outline fidelity, addressing color washout issues and increasing artistic control.

JOLYNE'S THREAD | Procedural Geometry, Tools Creation, Texturing, Blender

April 2023

→ Enhanced animation workflow efficiency by developing a procedural thread asset using Blender's Geometry Nodes and Shader editor.

→ Incorporated comprehensive procedural geometry and text generation, offering a wide range of creative control.

→ Showcased tool's capabilities through a 30-second demo animation, demonstrating potential in creative contexts.

SKILLS

PROGRAMMING

General:
C++ • C# • Python • PS4 Development • Razor GPU • 6502 Assembly

Scripting:
Blueprints • JavaScript • HTML/CSS

Graphics:
HLSL • OpenGL • Shader Graph

TOOLS

Unreal • Unity • Blender • Maya • Substance Painter • ZBrush • Adobe Creative Suite

PROJECT MANAGEMENT

Git • Perforce • Trello • ClickUp • Slack • Zoom

LANGUAGES

English (Native)
Japanese (Fluent, N1 Certified)

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Bachelor of Science in Game Design and Development

Expected December 2024

GPA: 3.98 / 4.0