Christopher Rogers
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POSITION SOUGHT: Technical Artist AR/VR Experience Prototyper

PROFILE
Technical artist specializing in real-time 3D graphics, AR/VR prototyping, and artist tool development. Extensive experience automating art and content performance measurement tools for real time experiences on devices such as the Quest.

RELEVANT SKILLS
- Real-time Graphics: Unreal Engine (3/4/5), Unity, Custom Engines, VR/AR Development
- DCC Tools: Houdini, Maya, Blender, USD, Substance Suite
- Programming: Python, C++, C#, Shaders
- Specialties: Performance Optimization, Technical Art Pipeline, Real-time VFX
- AR/VR: Quest Development, VR Prototyping, AR Effects

RELEVANT EXPERIENCE

Technical Artist, Facebook Reality Labs (2019-2021)
- Led performance optimization for VR art assets on Oculus Quest platform
- Developed tools for measuring and reporting VR asset performance metrics
- Created R&D prototypes for real-time character rigs in VR
- Collaborated with rendering engineers on VR asset optimization
- Implemented VR-specific shaders and lighting solutions
- Created animation tools optimized for VR workflows

Technical Artist, RSTLSS.xyz (2022-Present)
- Architected end-to-end technical art pipeline for metaverse fashion platform
- Developed web-based 3D tools using ThreeJS for user-generated content
- Created artist tools in Blender, Maya, and Houdini
- Implemented procedural content generation systems

Contract Tech Artist, Nexus Studios (2021)
- Developed Unity VR demo for high-profile TV show
- Created procedural modeling systems for environmental assets
- Performed technical art optimization and lighting for VR

Technical Artist, Warner Brothers Games (2019)
- Developed AR face filters and shaders
- Created animation tools and character pipeline systems

Software Engineer, Anki, Inc (2018-2019)
- Animation tools programmer using Maya, Python, C++ for Vector, Cozmo robots
- Researched human-robot interactions using vision
- Debugged robot firmware in C++ using Webots robot simulator

[Additional experience available upon request]

EDUCATION
University of Georgia
Studied towards a Bachelor of Fine Arts - Sculpture and Computer Art