

Christopher Rogers
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POSITION SOUGHT: Technical Artist Pipeline Developer

PROFILE

Technical artist specializing in art production pipelines, artists tools, real-time 3D graphics, and AR/VR prototyping. Extensive experience automating art and content pipelines, including agentic coding to create tools and gen ai content, and using ML in the pipeline

RELEVANT SKILLS

- DCC Tools: Houdini, Maya, Blender, USD, Substance Suite, Marvelous Designer
- Agentic coding to create tools and content using Claude Code, ComfyUI, Meta
- ML tools in the pipeline such as segmentation, autorigging, VLM queries
- Artist facing tools for pipeline and automation
- Programming: Python, Javascript, Shaders, C#, C, C++
- Real-time Graphics: ThreeJS, Unreal Engine (3/4/5), Unity
- Performance measurement and optimization for shaders, assets, scenes, VFX
- AR/VR: Quest Development, VR Prototyping, AR Effects
- Generative AI for 2D, 3D, video. Gaussian Splat creation and editing

RELEVANT EXPERIENCE

Technical Artist, Meta Spatial AI - contracting through eTeam (12/2025 to 2/2026)

- Porting Maya tools to Blender using coding agents
- Creating Blender tools to work on render farm
- Generative character related data processing and tools on the render farm

Technical Artist, RSTLSS.xyz (2022-2025)

- Architected end-to-end art pipeline for metaverse fashion platform
- Created artist tools in Blender, Maya, Painter, C4D and Houdini
- Implemented procedural content generation systems with Python, Blender, C4D, Octane
- Developed web-based 3D tools using ThreeJS for user-generated content with a Blender AWS backend for generating avatars
- Created ThreeJS based tools for QA on thousands of avatars/garments
- Created ThreeJS viewers and VFX for garments, avatars and other merchandising

Technical Artist, Facebook Reality Labs (2019-2021) Horizon project, contract

- Led performance optimization for VR art assets on Oculus Quest platform
- Developed Python and C# tools for measuring and reporting VR asset performance metrics
- Created R&D prototypes for real-time retargeting of character rigs in Unity VR
- Collaborated with rendering engineers on VR asset optimization
- Worked with VR-specific shaders and lighting solutions

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, texturing, materials and lighting for VR

Technical Artist, Warner Brothers Games (2019)

- Developed Unity AR face filters and shaders for Wizards Unite
- Created animation tools and character pipeline systems with Maya

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

Senior Pipeline Technical Director, Lucas Arts, (2013-2014)

- Collaborated on then led environment pipeline for StarWars 1313
- Created “dailies” system using Unreal 3, Shotgun, Maya, Backburner, Python, Perforce

Senior Technical Artist, Sony Playstation, (2005-2010)

- Created pipeline for PS3 and PSP MLB:The Show
- Artist tools for remeshing 4,000+ hi-res scans or using blendshapes for players
- Created distributed job server systems for Maya, Photoshop and commandline jobs including rendering ambient occlusion, exporting characters, rendering stadiums, exporting uniforms from Photoshop
- Created web based visual attribute tracking (eye color, wears longsleeves, etc)
- Created procedural tools for stadium elements and characters

[Additional experience available upon request]

EDUCATION

University of Georgia

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