DELAINEY ACKERMAN

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PROFILE

I am a driven Technical Artist with strong logical and creative skills to create stunning visuals and provide teamwide support. I'm inspired by games which challenge a player's perception of the world.

EXPERIENCE

Supermassive Games
Technical Artist (Pipeline), June 2019 - present

- Create Unreal 4 python toolset for efficient art pipelines and content validation
- Implement foliage pipeline including pivot baking and wind animation material
- Profiling and optimisation for current and next gen consoles and PC
- Maintain animation pipelines, integrating mocap data for Unreal 4, Maya and MotionBuilder
- Author secondary physics animation for hair, clothing and prop assets in Unreal 4
- Design and support tools for content creation in Autodesk and Substance suites
- Rigging and skinning for characters, creatures and prop game assets

Dream Reality Interactive (DRI)
Technical Artist, April 2017 - June 2019

- Projects include *Hold the World*, bringing Sir David Attenborough to life in VR
- Lead R&D on unannounced projects as both the technical artist and programmer
- Create and implement visual effects in shaders, particle systems and animations for Unity
- Ownership over the optimisation of simultaneous releases for PS4, PC and mobile VR
- Experience working with clients, outsourcers and partners from wide ranging time zones

Dartmouth College, Computer Science
Teaching Assistant, Lab Mentor 2014 - 2015

Assisted in teaching object oriented programming in Java during lectures and lab sessions

American Enterprise Institute
Video Production Intern, 2014

Video editor and motion graphics creator for the *Factual Feminist*, a weekly YouTube web series with 50k weekly viewers

EDUCATION

Goldsmiths University of London
Master of Arts: Computer Game Art and Design with Distinction

Led multidisciplinary teams in developing single and multiplayer PC games in Unreal 4

Dartmouth College, **Hanover, NH, USA**
Bachelor of Arts: Computer Science, Film Studies with High Honors (Distinction)

Received the Maurice H. Rapf Award for Outstanding Achievement in Film

SKILLS

Programming
Python, C#, HLSL/GLSL, Bash, C++, C, Java, MEL

Software
Unreal 4, Unity, Substance Automation Toolkit, Maya, MotionBuilder

REFERENCES

Sitara Shefta
Head of Studio
No Brakes Games
star2390@yahoo.co.uk

Laura Dodds
Lead Artist
The Chinese Room
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Joel Herber
Lead Client Engineer
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