Taizyd **Korambayil**

FX TECHNICAL ARTIST

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Experience

Counterplay games:(2017 - 2018)
Technical Artist - Unannounced Project (Freelance)

► Established environment art pipeline, wrote technical documentation for artists to follow.
► Authored advanced shaders for use with environment assets.
► Authored material effects and Fx for characters/abilities.
► Lighting,Composition and Set Dressing for environments.
► Lead efforts in performance and optimiziation of art content for the game.
► Assisted artists in troubleshooting bugs/issues in their workflow.
► Lead R&D to find solutions for bottlenecks in the Art Pipeline.

Epic Games:(2015 - 2017)
Engine Content Artist(November 2015 - August 2016)

► Maintained and Bug-Fixed all Engine Tech Demo's and Sample Projects for each EngineRelease.
► Assisted in capturing marketing material for the Unreal Engines release notes.
► Worked with designers to debug and Fix collision issues in Agora. (Paragon)
► Worked with engineers and other technical artists to help optimize Agora (Paragon)

Engine QA Analyst(August 2015 -November 2015)

► Provided embedded testing for the Sequencer Cinemtaic Tool as it was being used in the production of the Paragon announce trailer.
► Worked with engineers to provide feedback and log bugs to help assist in the development of Sequencer.

Education

Savannah College of Art and Design

MA Visual Effects (2018 - 2019)

BFA Interactive design and Game Development (2015)

Software:

Unreal Engine	Houdini
Zbrush	GLSL
Modo	VEX
Substance Suite	Python