JUSTICE SHULTZ

TECHNICAL ARTIST

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SUMMARY

I am a gamer first and foremost with a deep passion for making games and a technical Artist with years of experience blending programming expertise and art pipeline mastery to drive visually stunning, performance-optimized game development. Proficient in compute shader & pixel/vertex shader authoring/optimization, lighting, rendering, environment design, and VR, with a focus on creating cross-discipline tools that accelerate workflows and enhance team productivity. Adept at leveraging GPU analysis and data-driven strategies to solve complex technical challenges, ensuring seamless cross-platform performance. Solution-oriented collaborator dedicated to elevating visual innovation while supporting team success.

PROFESSIONAL EXPERIENCE

Warner Bros. Games *Technical Artist - Unannounced Title* October 2023 - April 2025

- Contributed to several high-profile franchises, ensuring top-tier visual fidelity
- Designed and implemented complex shader pipelines and workflows, enhancing artist efficiency and creative flexibility
- Optimized thousands of assets while maintaining strict quality standards across all projects
- Developed robust optimization solutions, enabling smooth performance across multiple platforms
- Engineered shaders incorporating cutting-edge rendering techniques to push visual quality

World's Edge *Technical Artist - Age of Empires IV* August 2022 - June 2023

- Worked across multiple engines (UE4, UE5, Unity3D) to support diverse development needs
- Specialized in Deferred & Forward Rendering in Unreal Engine 5.0 - 5.2, leveraging new advanced rendering techniques
- Spearheaded the development and implementation of custom shaders, enhancing both visual effects and workflow efficiency
- Attained exceptional performance optimization results, ensuring smooth execution on legacy hardware
- Orchestrated the successful migration of substantial content from a proprietary engine to Unreal Engine 5
- Utilized new advanced features such as Nanite, Lumen, PCG, Strata(now Substrate), and Scriptable Tools

AEXLAB *Lead Technical Artist - VAIL VR* January 2022 - August 2022

- Demonstrated mastery of Unreal Engine 4, specializing in VR Forward Stereoscopic Instanced Rendering
- Made significant contributions to elevating the game's graphical quality in the VR domain, successfully rivaling industry-leading standards
- Maintained vigilant performance monitoring and optimization protocols
- Spearheaded the development of a comprehensive shader pipeline, equipped with advanced toolsets to empower artists
- Collaborated with all teams to streamline development and enhance pipeline efficiency
- Utilized Material Graph extensively for the creation of artist friendly shaders and materials
- Developed interactive gameplay and visuals using Blueprint, C++, and custom shaders

343 Industries *Technical Environment Artist - Halo Infinite* February 2020 - November 2021

- Designed and executed workflow enhancements, custom engine tools, and external utilities to optimize performance and enhance productivity
- Developed and deployed batch tools to automate large-scale asset corrections, improving workflow efficiency
- Skillfully implemented performance optimization techniques, including real-time lighting shadow geometry integration, with significant impact
- Adapted assets for minimal memory consumption on older generation hardware, ensuring peak performance across various platforms
- Identified and resolved content issues through extensive troubleshooting, ensuring optimal performance and quality

Peeka VR *Full Stack Developer* May 2019 - December 2019

Academy of Interactive Entertainment *Computer Science Teacher* September 2019 - February 2020

DigiPen Institute of Technology *Computer Science & Game Design Course Writer* July 2018 - February 2020

- Designed and managed an AP Computer Science course, integrating Unity and C# development into the curriculum
- Designed and curated engaging lessons, demonstrations, assessments, assignments, documentation, and other relevant course materials
- Mentored students in debugging and best coding practices, fostering a hands-on learning environment
- Delivered instruction on working in Unity and C#, equipping students with essential skills in game development and programming
- Demonstrated technical prowess by creating software using .NET Core, as well as an entire networking library, serving as both instructional resources and practical teaching tools used to develop a interface for students to learn within

SKILLS

TOOLS: Unity 3D, Unreal Engine, Maya, Blender, Visual Studio, Wing, 3ds Max, Discord .NET, Git, Perforce, SteamVR, PIX, RenderDoc, Azure Dev Ops, Substance, ZBrush, Houdini, Steam SDK, Unreal/Unity Material Graph, Proprietary Software, Illustrator, After Effects, Photoshop, OBS

LANGUAGES/MARKUP: C#, C++, HTML, GLSL, HLSL, Python, CSS, JavaScript, Shader & Material Graphs

PLATFORMS: VR, Windows, Mac, Linux, Xbox (Durango/Scorpio/Scarlett/Anaconda/Lockhart), Playstation, iOS/Android/Mobile

GENERAL SKILLS: Optimization, 3D Pipelines, foveated/deferred/forward rendering, Leadership, Data Analysis, Workflow Streamlining, Problem Solving, Advanced Mathematics, Database Architecture, Hardware and Software Expertise, Animation, Rigging, UV Packing Pipelines, Code Enforcement/Reviews, Artificial Intelligence, Art Direction, Gameplay Programming, Deep Computer Graphics Comprehension, Tool Building, Communication