

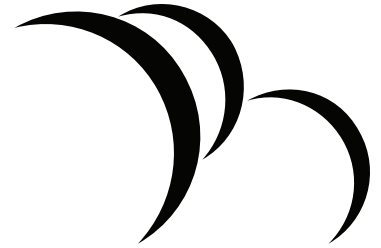
Richard Lawrence Harrington

Game Engineer & Technical Artist

artleaping.com

(530) 680-9899

rlh@artleaping.com



Work Experience

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Microsoft (Aquent LLC)

February 2015 to Present

Technical Artist & Engineer

Projects: Avatars

Responsibilities: Technical Art, Design Dev, Engineering

Fishermen Labs LLC

November 2014 to December 2014

Technical Artist & Engineer

Projects: Unannounced Mobile Title

Responsibilities: NGUI Cleanup, Gameplay Cleanup, Optimization, Lighting Refinement, Post Effects, Outstanding Issue Resolution

Paul F. Steinberg

June 2014 & November 2014

Unity Engine Consultant & Programmer

Projects: Law of the Jungle

Responsibilities: Unity Generalist Guru, Resolution of major outstanding issues outside the main team's skillset

#NixEbola

October 2014

Volunteer Technical Artist

Projects: #NixEbola

Responsibilities: Unity Generalist Guru, Post Effects, Shaders, 3DS Max to Mixamo/Unity Pipeline

Fireshark Studios

August 2014 to October 2014

Unity Engineering Specialist

Projects: Undisclosed

Responsibilities: Unity Generalist Guru, Creating Post Effects and Shaders, Creating Art & Scripts for World-Space UI Systems, Optimizing for Framerates

Vaidotas Narusis

March 2014 to October 2014

Lead Client-Side Engineer

Projects: WarLand (web)

Responsibilities: Gameplay, AI, Screen-Space UI, World-Space UI, General Effects, Post-Effects, Shaders, Level-Building Tools, Level Streaming, Controls, Audio Development and Integration, Custom Light-Culling System, Minor Network Code

SilverHelm Studios

July 2014 & October 2014

Shader Programmer

Projects: Valiance Online

Responsibilities: Physically-Based Character Customization Shader

ASCII Media Inc.

November 2012 to April 2014

Unity Engine Consultant & Programmer

Projects: Alien Intrusion (mobile), MyNexus (MMO - mobile, web, desktop), Various Undisclosed Projects

Responsibilities: Unity Generalist Guru, Lead Engineer & Tech Artist for MyNexus Pitch Prototype, Lead Engineer & Tech Artist for Alien Intrusion, Shaders, General Effects, Art Pipeline Management, Art Pipeline Tools (Unity), Level Building, Lighting, 2D & 3D Art, Game Design, System Design

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Skillz Inc.

February 2013 to April 2013

Unity Engine Consultant & Programmer

Projects: Skillz API for Unity (android)

Responsibilities: Creation of Unity Implementation Pipeline and Tools for Skillz Social API

RumJug

August 2012 to February 2013

Lead Engineer

Projects: TANKS (mobile)

Responsibilities: Turn-Based Gameplay, Action Recording/Playback System, Screen-Space UI, World-Space UI, Art Pipeline (Unity), Touch-Input/Controls, General Effects, Dynamic Action-Centric Playback Camera, Arena Configuration & Initialization

GameDesk

October 2010 to August 2012

Lead Engineer, Lighting & Effects Artist, Level Builder

Projects: Aero! (mobile), ThermBot (desktop), MotionPlay (motion capture stage), Ancient Inventions (mobile), Geomoto (mobile), MathMaker (desktop), Dojo (desktop with IOM input)

Responsibilities: Unity Generalist Guru, Post Effects, Shaders, Mobile-Performant Bird Aerodynamics Simulator, Proprietary Hardware Interfaces, Art Pipeline Management, Level Building, Lighting, Vertex Painting, Gameplay, General Effects, Animation Controller, Unity Training, GameMaker Training

LA School of Global Studies

March 2011 to June 2011

Volunteer Programming Teacher

Projects: MathMaker

Responsibilities: Teaching High School Students the Following: GameMaker, Programming (Node and Script), Math, Gameplay Design

Loki Studios

June 2010 to October 2010

Lead Interface Artist

Projects: Geomon (mobile)

Responsibilities: Overall UI Design, Character Art

SLK.US

November 2009 to October 2010

Web & Graphic Designer, Computer Technician

Projects: SLK.US Website, SLK.US Logo

Responsibilities: IT, Web Design & Construction, Logo Design, Project Prototyping

WebConference.com

June 2006 to November 2009

Unity Engineer, Support Technician, Web & Print Designer

Projects: 3D Virtual Classroom Setup Assistant, Pritzker Prize Website, Shadow Hills POA Website

Responsibilities: Tech Support, Web Design, Online Print-Order Backend Scripting, Print-Design Fixing, Project Prototyping, Tools Programming

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Work Skills

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Programming

- C#
- JavaScript
- UnityScript
- Unity's ShaderLab
- XML
- CG (Surface and Fragment shaders)
- PHP & MySQL
- ActionScript 3
- HTML

Engines

- Unity
- Unreal Engine 4
- Flash

Shader/Material Software

- Physically Based Shaders
- Image Effects
- Shader Forge
- Strumpy Shader Editor
- Substance Designer
- Substance Painter

GUI Software

- Unity's GUI/GUILayout
- Scaleform for Unity
- NGUI

Art/Graphics Software

- Cinema 4D
- ZBrush
- Substance Designer
- Substance Painter
- xNormal
- CrazyBump
- Maya
- 3DS Max
- Photoshop
- Illustrator
- After Effects
- Painter
- Flash

Web Design Software

- Edge Suite
- Dreamweaver

Audio Software

- Audition
- Logic Pro
- GarageBand

Target Platforms

- Mac
- Windows
- Linux
- Oculus Rift
- iOS
- Android
- Browsers
- Flash

Input Hardware

- Wiimotes (using UniWii or OSCullator)
- Oculus Rift
- IOM Active Feedback
- Joysticks
- XBox 360 Controllers
- Arduino
- Trackball
- Keyboard/Mouse