

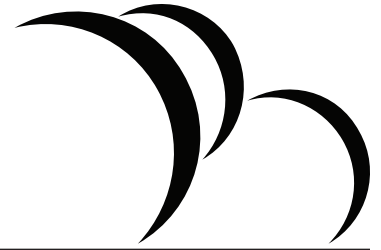
Richard Lawrence Harrington

Game Engineer & Technical Artist

More details at: artleaping.com

(530) 680-9899

rlh@artleaping.com



Work Experience

Page 1 of 2

Microsoft

February 2015 to Present

Software Engineer & Technical Artist

Projects: Xbox Avatars, Dynamics 365 Remote Assist

Fishermen Labs LLC

November 2014 to December 2014

Technical Artist & Engineer

Projects: Unannounced Mobile Title

Paul F. Steinberg

June 2014 & November 2014

Unity Engine Consultant & Programmer

Projects: Law of the Jungle

#NixEbola

October 2014

Volunteer Technical Artist

Projects: #NixEbola

Freshark Studios

August 2014 to October 2014

Unity Engineering Specialist

Projects: Undisclosed

Vaidotas Narusis

March 2014 to October 2014

Lead Client-Side Engineer

Projects: WarLand (web)

SilverHelm Studios

July 2014 & October 2014

Shader Programmer

Projects: Valiance Online

ASCII Media Inc.

November 2012 to April 2014

Unity Engine Consultant & Programmer

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

Skillz Inc.

February 2013 to April 2013

Unity Engine Consultant & Programmer

Projects: Skillz API for Unity (android)

RumJug

August 2012 to February 2013

Lead Engineer

Projects: TANKS (mobile)

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)

LA School of Global Studies

March 2011 to June 2011

Volunteer Programming Teacher

Projects: MathMaker

Loki Studios

June 2010 to October 2010

Lead Interface Artist

Projects: Geomon (mobile)

SLK.US

November 2009 to October 2010

Web & Graphic Designer, Computer Technician

Projects: SLK.US Website, SLK.US Logo

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

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Work Skills

Page 2 of 2

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