

William Fox

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OVERVIEW

I specialize in developing interactive training software for mobile devices. I am a generalist developer, or jack-of-all-trades, with experience in many different types of production (audio, 3d, video, web). I have been involved in projects as a programmer, although I never considered myself one. I usually find myself aligned mostly towards content creation. Being involved with code production did help me to become a versatile “solutions arsenal” as it was put to me by co-workers. I seem to fall into a small niche as a highly technical person that is also involved in creating art. This has given me great insight into the big picture of production. I discovered that there was a name for this condition....the technical artist.

As a technical artist, I have focused mostly on problem solving where it comes to production and have learned to apply it in very different project types. I would consider myself as the “force multiplier” when working with a team, as I enjoy empowering people to be able to do great things faster and easier, but I’m also capable of working in a singular capacity as well.

My goal is to find myself within a company that can benefit from my experience and that I can grow with professionally.

TECHNICAL SKILLS

Software Disciplines: | Lightwave 3D, Vray, Mental Ray, Vue, Softimage, Maya, Motionbuilder, Zbrush, Unity3d, World Machine, and Mudbox | Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Encore, Audition, Flash, and Dreamweaver |

I have a good working knowledge of C#, PHP, SQL, and CG/HLSL and have done full production with Actionscript 2 and 3. I currently hold a secret clearance.

ACCOMPLISHMENTS

- I developed a complete character pipeline, which allows for the rapid creation and re-use of character animations in Unity. This pipeline uses a mecanim compatible rig for Maya/Motionbuilder HIK and uses the nonlinear systems to derive new animations from existing ones. Animations created in this way enable the use of mecanim retargeting in Unity which allows for a “create once, use for many” style of content creation including blendshape facial animation. This reduces the production hours needed for creating animation that is general in nature.
- I created processes for sharing assets (code base and 3d assets) across multiple Unity3d projects, each with its own version and build requirements using subversion. This saved many production hours wasted from copying asset updates across projects.
- Setup a continuous integration server farm for the game development team to help automate the build and test process. This saved a vast amount of wasted production hours on each project. The same server rack is dual purpose and can work for setting up distributed bucket rendering or baking lightmaps and navigation meshes from a Unity3d scene.
- Setup production server and moved entire team to Apache/Subversion for asset management and Redmine to implement a standard for tasking and management of production to eliminate old system of using Microsoft docs for schedule tracking.
- Setup a full service Multimedia Lab that consists of a Phasespace motion capture system, and chroma video equipment for video/photo shoots.
- Created a PHP/MySQL/Flash website that stores character animations and presents them to the user visually using forms to search, sort, and upload.
- I created a library of custom shaders for Unity3d 4 and 5 to handle a variety of requirements (IR view, highlighting etc.). The custom shaders use the separated RGB channels method for creating specular/gloss or metallic effects.

PROFESSIONAL EXPERIENCE

Camber Corporation – Department Supervisor 3d Engineering (01/09 - Current)

Duties/Responsibilities:

My primary function is managing the 3d art team and creating game assets including: Models, shader code base using Shader Forge, animation/rigging, designing workflow and pipelines, schedules and tasking, server administration, QA, and creation of game and process documentation that is consistent with CMMI Lv. 3 processes.

- **Shipped titles:** CRAM, UAS Tactical Trainer, MUMT, Shadow 15W Operator Training, Shadow 15E Maintenance Training, EagleEye RQ-7, C4I, Common Core, Preflight 3D Locator series, , RQ-7 GORRDEE.

Immediate Supervisor/Telephone: Jeremy Reddoch, Production Manager: (256) 922.3720

Gleason Research Associates Inc. – Sr. Multimedia Specialist (02/07- 01/09)

Duties/Responsibilities:

Creating graphics and code base for web sites made for various clients using Dreamweaver and Flash and for creating 3d graphics and animation for video projects. My second function was to keep the server farm hardware/software up to date and functioning.

Immediate Supervisor/Telephone: Jim Walker, Director of Multimedia Services, (256) 883-7000

Media Idea Inc. – Art Director (01/05-09/06)

Duties/Responsibilities:

My primary duties were developing graphics and code base for web sites for various clients using Dreamweaver and Flash. I was also responsible for developing 3d prototypes for all exhibits based on a block out supplied by the creative director. Additionally I was responsible for photo shoots and development of all-inclusive campaigns (radio, web, print, and billboard).

Immediate Supervisor/Telephone: Jeanna Lang, CEO/President, (256) 652-6582

Computer Sciences Corporation - Graphic Designer (7/98-1/05)

Duties/Responsibilities:

I was responsible for developing web pages for clients and the development of the code base. I was also involved heavily in creating and management of ASA exhibits. Additionally I was working with the statewide WAN diagnosing network issues (operations/helpdesk) and assisting network engineers.

Immediate Supervisor/Telephone: Alice Hardy, Program Coordinator, (256) 971-7430

A-Plus Reprographics - Digital Reprographer, (6/96-5/97)

Duties/Responsibilities: Reproduction of all graphics on various media; plotting of technical drawings, maintained all computers with current hardware/software. Specific duties were operation of the Océ' 9800 wide format plotter/scanner, correction of architectural and mechanical engineering schematics, set up and maintenance of LAN and NT server.

Immediate Supervisor/Telephone: Sam Bowman, Tech room Manager, (615) 356-6356

LDS Associates - Multimedia Designer, (9/95-9/96)

Duties/Responsibilities: I was responsible for designing graphics, sound effects, music scores, and creating levels for the game Amulets and Armor. Additionally I set up two servers for in house use and small LAN for game testing.

Immediate Supervisor/Telephone: Eric Linkletter, Design Manager, (256) 882-0151

EDUCATION

Virginia College, Huntsville, AL

AS, Internet Webmaster Technician- September 2004