Andrew Thompson

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Summary

Creative problem solver with 15 years of collective experience working in web, visual effects/film and game development. Able to discover and implement new technology to tackle issues that can arise during the development cycle. Versatile and willing to adapt to any situation by fulfilling new roles as they are required.

Skills

Languages: C#, C++, Groovy, Python, Bash, Powershell, SQL
Graphics: HLSL, ShaderLab
Engines: Unity, Unreal 5
Frameworks: Wwise, OpenXR, Articy, Jenkins
Software: Maya, Photoshop, Nuke, After Effects, Premiere, Houdini, Perforce, Git, JIRA, Confluence, Visual Studio, Microsoft Office, Google Workspace
Platforms: Windows, Macintosh, Linux, Solaris, PS4, PS5, iOS, Android, Meta Quest

Experience

Lead Technical Artist/VFX Coordinator/Pipeline Engineer, Well Told
Southern California — April 2021 - Present

Utilized the Unreal 5 engine to create effects and materials to drive the visuals and cinematics in The Foglands as well as setup the build and version control pipeline.

- Worked with the Art team to develop a Beautiful Corner and general Look Dev for the game with Materials, Lighting, Volumetric Fog and Post Processing and optimized it to run on both PS5 PSVR2 and Quest 2 hardware.
- Created several custom materials and blueprints for adding volumetric and rasterized fog to the levels as well as worked with engineering to set up and implement custom presets for each platform for Volumetric Fog per level layout.
- Managed External VFX company to develop custom effects and then implemented/optimized them in the project
- Deployed and set up Jenkins, Perforce, JIRA and Confluence to support the production and build/CI pipeline use with Unreal Engine game development.

Projects:
- The Foglands (PSVR2, PS5, Quest2/3/Pro)

CTO, Well Told Entertainment
Orange, California — November 2015 - Present

Responsible for Hardware and Software infrastructure planning and implementation as well as researching new technologies that improve efficiency and productivity. Provided oversight of all aspects of the game programming division.

- Managed several developers to develop several games and prototypes using both Unity3D engine and Unreal Engine.
- Co-developed five games and two prototypes for PC/Console/mobile.with Night School

Studio in the Unity3D engine
- Designed and implemented the hardware and software infrastructure for game and cinematic production

Projects:
- The Mummy Dark Universe Stories (iOS)
- Escape Bloody Mary (PC)
- After Party (PC/Console)
- Oxenfree II: Lost Signals (PC/Console)
- Next Stop Nowhere (Apple Arcade)
- Unannounced Mobile Narrative Game (iOS)
- Unannounced First Person Narrative Game (PC)

Freelance Pipeline Engineer/Technical Artist, Ember Lab
Orange, California — 2016 - 2017

Utilized the Unreal 4 engine to create effects and materials to drive the visuals in Kena: Bridge of Spirits as well as setup the build and version control pipeline.

- Deployed and set up Jenkins, Perforce, JIRA and Confluence to support the production and build/CI pipeline use with Unreal Engine game development.
- Integrated and maintained both engine, plugin, SDK and middleware upgrades throughout the length of the project, e.g. Wwise, Substance, PS5, etc
- Created custom materials, textures, C++ components/blueprints for in-game VFX and post processing effects.
- Implemented several UI components/menus in UMG and blueprint implementations

Projects:
- Kena: Bridge of Spirits (PS4, PS5, PC)

CTO, Ember Lab
Orange, California — March 2010 - November 2015

Responsible for Hardware and Software infrastructure planning and implementation as well as researching new technologies that improve efficiency and productivity. Provided oversight of all aspects of the game programming division.

- Managed several developers to develop and ship four mobile titles on iOS and Android using the Unity3D engine.
- Co-developed several game prototypes in Unity3D to pitch to publishers.
- Designed and implemented the hardware and software infrastructure for visual effects on numerous projects such as commercials and short films

Projects:
- Crabs and Penguins (iOS, Android)
- Colonel Kart Racers (iOS, Android)
- Talking Crab (iOS, Android)
- Talking Penguin (iOS, Android)

Education

University of Central Florida
BA, Digital Media

Studied Digital Media with an emphasis on Internet technology. Received a minor in Cinema Studies.