

# Karl Kent

Greater Vancouver Metropolitan Area

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## Summary

Experienced Expert Technical Artist with over 15 years experience who has a broad spectrum of skills, applied at a professional level. A demonstrated work history on various digital visual media, predominantly within the games industry.

Skilled in game development, problem solving, leadership, scripting, shaders, rigging, optimization and look development,

I have a strong passion for mastering my craft; and using those skills to help others. I enjoy collaborating and troubleshooting complex problems with unclear solutions.

## Experience



### Staff Technical Artist

Unity

Oct 2023 - Present (4 months)



### Senior Technical Artist

Unity

Aug 2020 - Present (3 years 6 months)

Work with directors and senior managers, internal R&D, and external studios. Drive alignment on improvements to the Unity ecosystem by engaging with internal teams and developing novel technologies. Provide leadership and mentorship to the Emerging Technology Technical Artists within the organization.

-ET Lead Technical Artist on an unannounced PC / Console IP.

-Provide technical art direction on internal and client engagements.

-Design, develop, and ship features.

-Unity developer and Lead Technical Artist for bringing some of Unity's Novel Technologies together for the Siggraph Keynote 2023



### Senior Technical Artist

Blackbird Interactive

Jan 2018 - Aug 2020 (2 years 8 months)

Principal Technical Artist on the Hardspace : Shipbreaker game until just after the early access release. Responsible for incorporating HDRP and VFX graph into the project, and expanding the renderer to support the visual style of the art directors, in a fully dynamically lit game.



### Senior Technical Artist

株式会社バンダイナムコエンターテインメント Bandai Namco Entertainment(Japan)

Feb 2016 - Jan 2018 (2 years)

Studio Technical Artist, responsible for optimization, mentoring, look-dev, studio pipeline tools, feature tools, troubleshooting, and support to all of the various members of the Art dept, on all active projects.

Worked with both studio and Japan head office, for various projects' art alignment.



### **Lead Technical Artist**

Gameloft

Aug 2015 - Jan 2016 (6 months)



### **Technical Artist**

Gameloft

Jun 2011 - Aug 2015 (4 years 3 months)



### **Technical Artist**

Ganz USA, LLC

Dec 2009 - Jun 2011 (1 year 7 months)

Created a Character Customization system for an MMO, Created studio art pipeline tools, and offline batch rendering tools.

Responsible for project best practices and trouble shooting.



### **Freelance 3D Artist**

Hatch Studios

Dec 2009 - Feb 2010 (3 months)

Freelance Modeler

Rapidly made the 3D Props and Character Costumes for the Kid Cuisine "Crazy Combos" and Kid Cuisine "Shrekified" Commercials, to adhere to an extremely tight deadline.



### **3D Generalist**

Bullseye Video Productions

Oct 2008 - Dec 2009 (1 year 3 months)

Created Photorealistic, physically accurate Models, Scene Set setup. Built custom Rigs to animate complex real world creations, for a Discovery TV show



### **DMR Artist**

IMAX

Aug 2008 - Sep 2008 (2 months)

post production video re-mastering and compositing

## **Education**



### **Seneca Polytechnic**

Post Grad, Digital Animation

2007 - 2008



### **Sheridan College**

Classical Animation

2001 - 2004

## **Skills**

Proprietary Software • Project Management • Unity • Programming • Mobile Game Development •  
Task Management • Leadership • Mentoring • UV mapping • 3D