



BRISTOL LAKSHAS



Technical Artist

CONTACT

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SKILLS

Material Authoring
 Real Time VFX
 Rigging
 Procedural Modeling
 Lighting
 Asset Performance

LANGUAGES

Python
 MEL
 Vex
 C# (familiar)

EDUCATION

BFA in Digital Arts
 DigiPen Institute of Technology
 Redmond, WA
 2015 - 2020

SOFTWARE PROFICIENCIES

EXPERIENCE

Houdini



HOUDINI

VISUAL STUDIO



UNITY



UNREAL



MAYA



TOPOGUN



SUBSTANCE PAINTER



ZBRUSH



PHOTOSHOP

PERFORCE

PERFORCE



MARMOSET



KEYSHOT

KEYSHOT

TECHNICAL ARTIST

Techtonica / Firehose Games 2023 - Present

- Developing, documenting and teaching internal pipeline tools
- Facilitating discussions regarding tech art tasks, and being a medium between the technical team and art team.
- Creating VFX in many varieties; such as environmental fx, machine/prop fx, UI FX, and character fx.
- Developing performant and beautiful shaders for many applications.

TECHNICAL ARTIST

ARK: Survival Evolved / Studio Wildcard 2020 - 2022

- Create Fur cards on creatures using a proprietary tool. Would style, skin and create materials for furred creatures.
- Continually researched and developed hair and fur for next IP.
- Created custom materials, shaders and effects for post processes, dossiers and skins.
- Passed assets into engine and created LODs, setup materials and made sure assets were functioning as intended.

TECHNICAL ARTIST / VFX ARTIST

The Crossroads (Thesis) 2020

ART LEAD / TECHNICAL ARTIST

Kisuk, the Raven's Daughter / Ila Suluk (Students) 2018-2019

ENVIRONMENT ARTIST / RIGGER

Trappist Landing (Thesis) 2017 - 2018