Tashkeel Shah - Senior Technical Artist

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Personal Objective

My biggest goal as a Technical Artist is to facilitate and help to create beautiful experiences that also run well. I enjoy improving fidelity where possible while simultaneously optimizing for target hardware, and finding technical solutions to creative problems.

Education

University of Texas at Dallas: MFA in the Arts and Technology program

Employment History

WaveXR (Jan 2023 - current)- Senior Technical Artist: In addition to responsibilities as Technical Artist, I am now responsible for high level delivery of projects and keeping teams on track with company wide goals.

WaveXR (Nov 2020 - Jan 2023)- Technical Artist: Collaborated with a variety of teams to deliver high quality metaverse digital concerts. Was responsible for many facets of in-engine work (Unity/Unreal Engine), including anything from tools and shader creation, VFX creation and implementation, Gameplay programming, UI, optimization, and more. *Delivered live concerts for artists like Allison Wonderland, Dillon Francis, Pentakill, Justin Bieber, Calvin Harris, and more.*

Groove Jones (May 2018 - Nov 2020)- Technical Artist: Worked on developing interactive AR and VR experiences using real-time engines. Responsible for asset creation and integration, developing shaders and tools, and ensuring that technical and performance requirements are met. *Worked on countless titles, for the following clients: Toyota, FX, MasterCard, AT&T, Modelo/UFC, Capital One, Givaudan, and many more.*

Polyknight Games (Aug 2016 - Apr 2018)- 3D Generalist: Positioned in a variety of roles, including environment and set piece modeling, rigging, animation, and level art. Also took ownership of asset optimization for performance on lower target platforms. *Released title: Innerspace - for PC, Mac, Linux, Xbox One, PS4, and Switch.*

Modeling and Simulation Center (Mar 2016 - Aug 2016)- Environment Artist: As sole environment artist, my role was to model and texture assets, implement into Unity using some proprietary tools, and add level art.

Software and Skills

Technical

- Very proficient with Unity, Unreal, Maya, Photoshop, Substance Painter, Zbrush, and Blender
- Familiar with HLSL, 3ds Max, Houdini,Substance Designer, Notch, After Effects, and Jira
- Written complex shaders for real time experiences, from high-end PC to mobile VR platforms
- Worked with a variety of technologies, including all commercial consoles, VR, AR, and more

- Very experienced in performance optimization by ensuring maximum efficiency of pipelines and projects, as well as profiling bottlenecks and dealing with them to achieve desired frame rate on the lowest platform targets with the least amount of sacrifice to visual fidelity
- Well versed in implementing effects and writing tools in c#, UE4 blueprints, and Python
- Able to pick up and learn new software at a rapid pace

Personal
- Work well both independently and collaboratively
- Versed in providing critique and useful feedback
- Excellent organizational and communication skills