

Tashkeel Shah - Technical Artist

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Personal Objective

I've always been fascinated by the way a great design can capture my attention. My ultimate desire is to help make well designed and artful experiences in the pursuit of having that same effect on others.

Education

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

Employment History

Groove Jones (May 2018 - Current)- Technical Artist: Work 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, Sleep Number, Modelo/UFC, Loctite, Perot Museum, 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 c#, python, and UE4 blueprints
- 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