Tashkeel Shah

Senior Technical Artist / Technical Art Lead
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Senior Technical Artist with extensive experience leading performance, rendering quality, and scalable technical art pipelines for real-time platforms. Proven at managing both internal and embedded external Technical Art resources, aligning cross-discipline teams, and guiding projects from early technical direction through live delivery.

Professional Experience

WaveXR

Senior Technical Artist | Jan 2023 – Jan 2026

- Owned performance optimization standards for large-scale real-time experiences across platforms
- Managed both internal and embedded external Technical Artists, to align priorities, standards, and delivery expectations across multiple teams
- Defined and enforced performance budgets, and optimization guidelines across the organization
- Acted as a key cross-discipline resource to **ensure technical alignment and on-time delivery**
- Drove improvements to rendering workflows, tools, and pipelines that scaled across projects and teams

Technical Artist | Nov 2020 – Jan 2023

- Contributed across tools, shaders, VFX, gameplay scripting, and optimization in both Unity and Unreal Engine
- Contributed to **high-profile live virtual concerts with real-time perf constraints**
- Collaborated closely with leadership to translate creative intent into performant, shippable solutions
- Projects included live experiences for artists such as Justin Bieber, Dillon Francis, Pentakill, and more

Groove Jones

Technical Artist | May 2018 – Nov 2020

- Led technical execution for interactive XR experiences, overseeing asset integration, shader development, tooling, and performance compliance
- Developed internal tools and workflows to improve iteration speed and reduce integration overhead
- **Served as a technical bridge** between artists and engineers across multiple client engagements
- Clients included Toyota, FX, MasterCard, AT&T, Modelo / UFC, Capital One, and Givaudan

PolyKnight Games

3D Generalist | Aug 2016 – Apr 2018

- Took ownership of **environment art and asset optimization** for performance-constrained platforms
- Contributed across environment modeling, rigging, animation, and level art
- Shipped *Innerspace* on PC, Mac, Linux, Xbox One, PlayStation 4, and Nintendo Switch

Modeling & Simulation Center

Environment Artist | Mar 2016 – Aug 2016

- Sole environment artist responsible for modeling, texturing, Unity integration, and level art

Core Expertise

Technical Art & Real-Time Rendering

- Unreal Engine: Blueprints, materials, Unreal Insights profiling, C++ integration, XR pipelines
- Unity: C# gameplay and editor tooling, Shader Graph, HLSL, XR pipelines
- PBR and stylized rendering workflows at scale

Performance Optimization

- CPU, GPU, and memory profiling in Unity and Unreal
- Definition and enforcement of platform-specific performance budgets
- RenderDoc GPU profiling and cross-platform optimization strategies
- LOD, asset, and logic scaling for constrained hardware

Tools & Pipeline Development

- Tool development using C#, Blueprint, Python, and C++
- Automation and workflow tooling to reduce iteration and testing cycles
- Asset import pipelines and production workflow optimization

Leadership & Collaboration

- Management and coordination of internal and external Technical Art resources
- Cross-discipline communication between art, engineering, production, and vendors
- Technical planning, roadmap support, and ticket definition with clear acceptance criteria
- Creation of internal documentation and onboarding materials

DCC & Content Creation

- Blender, Maya, ZBrush, Substance Painter / Designer, Adobe Suite
- Python scripting in Maya and Blender
- Rapid adoption of proprietary and experimental tools

Production Tools

- Jira, Asana
- Perforce (including command-line usage), Git

Education

University of Texas at Dallas
MFA — Arts and Technology