

DEREK ROBINETTE

@DerekAlanRobinette@gmail.com www.DerekRobinette.com Greater Seattle Area

PRINCIPAL TECHNICAL ARTIST

25+ years in the videogame industry with dozens of shipped titles • Well-versed in all aspects of game development with a focus on DCC tools, rendering, and technical animation • Experience with AAA, mobile, and VR development • Ability to easily understand, troubleshoot, and push limitations of game engines and hardware • Effective inter-departmental communication, pipeline development, and workflow optimization • Unity Certified Expert Technical Artist: Shading & Effects 2018

WORK HISTORY

Principal Technical Artist

WIMO Games

2021 - 2024

Created shaders and VFX/postFX scripts to support multiple mobile and VR projects • Supported the company's transition to VR/XR and Unity's URP with priority on efficiency • Profiled performance and defined art guidelines & best practices for optimal asset creation • Wrote and maintained Max tools to support the art team

Principal Technical Artist

KingsIsle Entertainment

2012 - 2021

Developed automation tools and libraries for 3ds Max to streamline workflows • These included tools to export, validate, and fix the myriad quirks of Gamebryo assets, as well as tools to set up constraints & physics, and to fix IK • Fully integrated rigging middleware, Puppetshop, into the art pipeline • Was an approachable point of contact for all art teams, sharing knowledge and providing understandable solutions to daily issues • Wrote shaders and VFX scripts for several mobile projects, including efficient combined postFX, cell shading, refraction, shader-based motion smearing and cloth • Troubleshooting and bugfixing to support a wide variety of PC and mobile hardware

Senior Technical Artist

Vigil Games

2008 - 2012

Collaborated with the engineering team to develop and implement multiple game systems including character customization, animation state machines, and vehicle setup using Havok • Rigging of complex characters • Created shaders and wrote/maintained Max tools including for animation transfer between dissimilar rigs • Worked with a small team of tech artists to improve performance and workflows

Technical Artist

XL Games

2005 - 2007

Worked very closely with a small engineering team in the US satellite office developing an engine for multiple projects • Guided and implemented data formats • Prototyping of character, environment, VFX, and UI assets • Integrated production assets provided by the Korean studio, where I occasionally worked on-site

Senior Artist: Characters, VFX, Technical Art

Edge of Reality

2000 - 2005

Modeling, texturing, and rigging of characters and vehicles • Worked with both the engineering and design teams to solve technical problems related to porting The Sims from 2D to 3D • Assisted engineering in developing systems for VFX, a 2D/3D hybrid UI for Pitfall, as well as designing shaders • R&D and Creative problem solving • Optimization of Character/VFX assets and for compatibility with lower-spec hardware

Senior Artist, Lead Artist: Characters, Cinematics

Acclaim Studios Austin / Iguana Entertainment

1995 - 2000

Character modeling, texturing, rigging, and animation • Lead a small team of character artists, creating palettized sprites from detailed NURBS models • Worked with engineering to develop a real-time cinematic editor which was used on Turok 2, 3, and other Acclaim titles • Provided on-site training at the UK studio for cinematic tool • Developed creative processes for improving art fidelity for N64 including baking from high to low detail models and advanced facial rigging for cutscenes in Turok 3

SKILLS

Tool Scripting	Shader Writing/Shadergraphs		
Visual Effect Scripting	Pipeline Development		
Performance Optimization	Troubleshooting		
Creative Problem Solving	Communication		
Rigging	Animation	Cinematics	UI

SOFTWARE & LANGUAGES

3ds Max/MAXScript	●●●●
Unity	●●●●
HLSL/CG	●●●●
C#	●●●●
Maya/MEL	●●●●

TITLES DEVELOPED

WIMO Games:

- Micro Machines: Mini Challenge Mayhem (Quest2/3)
- Battle Bows (Quest2, SteamVR)
- RPG Dice: Heroes of Whitestone (Android, iOS)

KingsIsle Entertainment (as Derek Gray):

- Wizard 101 (PC)
- Pirate 101 (PC)
- Animal Cove (Android, iOS)
- Everclicker (Android, iOS)
- Rise & Destroy (Android, iOS)
- Fantasy Fighter Arena (Android, iOS)
- Doomsday Goonz (Android, iOS)
- Gloom Busters (Android, iOS)
- Hero101 (PC)
- Multiple Solo Game Jam Projects (Android, Quest2)

Vigil Games:

- Warhammer 40k: Dark Millennium Online (PC)
- Darksiders (PS3, Xbox 360) - Additional Art

Edge of Reality:

- The Incredible Hulk (PS3, Xbox 360, Wii, PS2, PC)
- Shark Tale (PS2, Xbox, NGC)
- Pitfall The Lost Expedition (PS2, Xbox, NGC)
- The Sims (PS2, Xbox, NGC)
- Over the Hedge (PS2, Xbox, NGC) - Additional Art
- Tony Hawk's Pro Skater 3 (N64) - Additional Art
- John Singleton's Fear & Respect (PS2, XBOX, NGC)

Acclaim Studios Austin / Iguana Entertainment:

- Turok 3 Shadow of Oblivion (N64)
- Turok 2 Seeds of Evil (N64)
- Batman Forever (Sega Arcade)
- Turok: Rage Wars (N64) - Additional Art
- NFL Quarterback Club 2000 (N64) - Additional Art
- Shadowman (N64) - Additional Art
- Contributed to numerous other shipped Acclaim titles