

DEREK ROBINETTE

@DerekAlanRobinette@gmail.com www.DerekRobinette.com Indianapolis, IN

TECHNICAL ARTIST • UNITY SPECIALIST • SHADERS, VFX, UI, TOOLS

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

Zynga, Inc

2024 - Present

Asset/feature implementation in Unity/C# • UI/Character animation using 3dsMax, Unity, C#, and DoTween • UI/Character VFX • HLSL Shaders • Unity scripting for custom features/behaviors • Asset creation and refinement using 3dsMax and Photoshop • Performance optimization • Pipeline development

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 DCC tools and libraries for 3ds Max to streamline workflows • Including Tools to export, validate/fix the myriad quirks of Gamebryo, set up constraints/physics, and to fix IK • Integrated rigging middleware, Puppetshop, into the art pipeline • Was an approachable point of contact for all art teams, sharing knowledge/solutions • Wrote Unity shaders and VFX scripts for mobile projects, including postFX, rendering styles, and shader-based vertex animation • Troubleshooting/bugfixing for PC/mobile

Senior Technical Artist

Vigil Games

2008 - 2012

Collaborated with engineering 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 • Worked with a small team of TAs to improve performance and workflows

Technical Artist

XL Games

2005 - 2007

Worked with a small engineering team in the US satellite office developing an engine for multiple projects • Guided and implemented data formats • Prototyping character, environment, VFX, and UI assets • Integrated outsourced production assets

Senior Artist: Characters, VFX, Technical Art

Edge of Reality

2000 - 2005

Modeling, texturing, and rigging of characters and vehicles • Worked with engineering & design to solve technical problems porting The Sims from 2D to 3D • Worked with engineering on systems for VFX, a 2D/3D hybrid UI for Pitfall, and designing shaders • R&D and Creative problem solving • Optimization/LOD of Character/VFX assets

Senior Artist, Lead Artist: Characters, Cinematics

Acclaim Studios Austin / Iguana Entertainment

1995 - 2000

Character modeling, texturing, rigging, and animation • Developed real-time cinematic editor with engineering • Provided on-site Cinematic training at the UK studio • Custom Custom texture baking for N64 • 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

Zynga, Inc:

- Words With Friends (Android, iOS)

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
- 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
- Shadowman (N64) - Additional Art
- Contributed to numerous other shipped Acclaim titles