LAWRENCE BOYE
Technical Artist

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// Skills

3D Generalist -
Concept, Modeling,
Texturing, Rigging,
Animation, Lighting
Motion Capture
Tool Creation
Pipeline Development
GLSL Shaders
Game Design
Traditional Sculpture
Color Theory
Art Direction
Motion Graphics
Photography
Filmmaking
Graphic Design

// 3D Software

Maya, 3dsmax,
Zbrush, Motionbuilder,
Substance, Quixel,
UE4, Unity, CryEngine,
MVN Mocap Suite

// 2D Software

Photoshop, AfterEffects,
Illustrator, Flash,
Premiere, FinalCut,
NUKE, InDesign

// Code

Python, PyMEL,
GLSL, Blueprints,
Javascript, PHP,
ActionScript 3, C#, C++

// Experience

2015 -   **Rockwell Collins**   R&D Tech Artist

Worked in a propeirty engine. Specifically designed and implemented a robust character animation system including pipelines for character asset and animation creation. Required prototyping, motion capture sessions, animation clean-up, character modeling, texturing, rigging, documentation and hand off for integration into the released simulator.

2015 -   **Skyreach - Graduate Thesis Project**   Tech Artist/Lead Artist

A Unity PC game currently on Greenlight. Asset pipeline creation, art direction, concept, 3d models, textures, substances, lighting, animation, implementation in engine, post processing, and marketing art. Primary level artist and also designed part of the UI.

2014-2014   **The GAPP** (Therapeutic Games and Apps Lab)   Artist/Designer

Created a HTML5 mobile friendly web-app to help parents of special needs children plan both long term goals and short term care for their child. Designed UX and built all art assets.

2007-2014   **University of Utah: Marketing & Communications**   Multimedia Developer

Websites, motion-graphics, and worked on multiple national TV spots. Crafted countless photos, many would be or still are the University's photographic identity. Designed parade floats.

2003-2014   **Metafour Media**   Co-Founder

Full service media company, from photography, graphic identity, print materials, motion graphics, video, and websites. Clients consisted of academic, financial, real estate, and private individuals.

2000-2001   **NoWalls Inc**   Web Design & Development Intern

Designed and programed dynamic websites using the ColdFusion language. Created assets for interactive kiosks.

// Education

2014-2016   **MEAE - Technical Arts**   The University of Utah

2005-2011   **BFA - Sculpture**   The University of Utah