GUILTY GEAR -STRIVE- Nintendo Switch Port

Guilty Gear -Strive- demanded every trick in the book plus new ones to run on the Switch. The highlights were tool dev and the optimization pipeline that I put in place to get environments runnings at 60fps.

PS4 - Before

Switch - After

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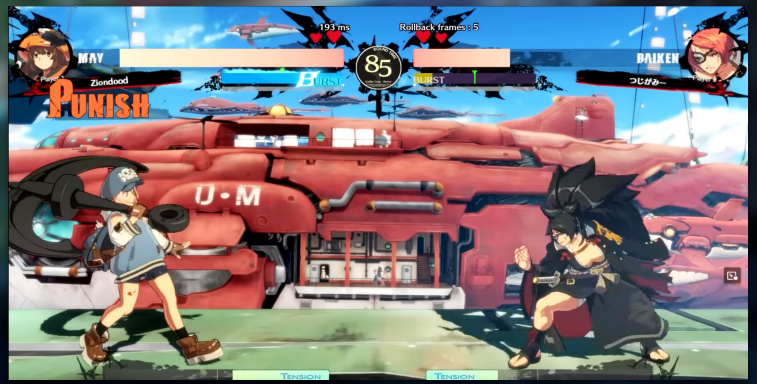
GUILTY GEAR -STRIVE- Nintendo Switch Port

- Low level GPU analysis (LLGD,RDoc)
- Material optimization
- Character and Asset optimization
- Memory optimization
- Direct and support Art and Techart
- Develop and implement standards
- Detailed documentation
- Some cases fps from 9 to 60
- Optimize engine tech (Shadows, lighting, visual effect).
- Optimization Toolkit made with Python and C++ for Unreal Engine



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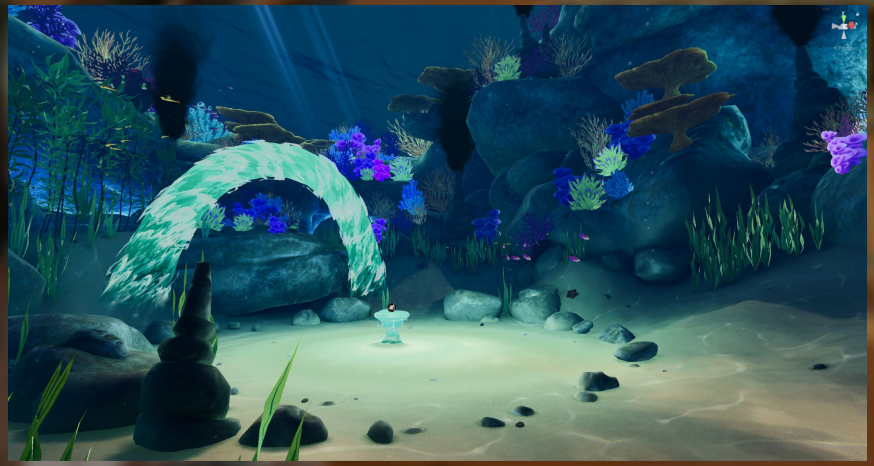
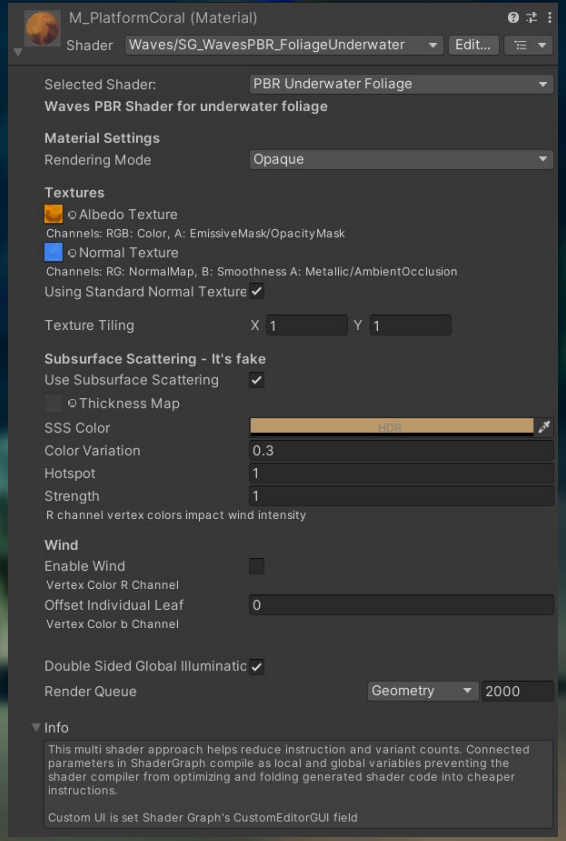
Northstar - Quest VR Experience

Northstar was a Meta project that I was brought onto late into development to Lead the Art and Techart teams. My role was to guide, create and better shape some of the lacking areas before the deadline.



Northstar - Expertise

- Lead Technical Artist
- Art production: Tickets, Support and management.
- Underwater environment Vision holder
- Content shader implementation and optimization
- Asset and Character geometry optimizations
- ShaderGUI system to manage multi shader workflow.
- Developed and implement pipeline standards



Custom Shader GUI solution

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Chronoforge - NFT MMORPG

Optimizing CPU renderthread bottlenecks. Took 35ms~ to 16.6ms~ through culling tuning and in engine asset merging tools.

- RenderThread profiling
- Python and C++ tools to batch optimize engine assets
- Implement new a visual interaction system.

Broken Ridge - Unreleased

- Trees made with SpeedTree
- Performant global wind solution for foliage and trees
- Full Photoscan PBR workflow
- Landscape materials with RVTs

Serenities Spa - Unreleased

- Mobile lookdev and production shaders
- Visual Effects

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