

Dustin Carroll

847-773-5259

Dustin@DustinJCarroll.com

OBJECTIVE

To shape the future tech art has within the studio and guide its role at all levels of the development process. By matching the needs of artists and engineers, I plan to provide the tech art team with the knowledge, vision, and framework to optimize the pipeline by which the studio delivers top-level aesthetics and performance.

WORK EXPERIENCE

Light & Wonder (formerly Scientific Games)
Senior Advanced Technical Artist

Nov 2015 - Current

- Lead the Chicago office tech art department
- Provide ground-breaking aesthetics with minimal impact to performance
- Advise on future tech art initiatives and mentor junior tech artists
- Research and develop tools, shaders, plugins, and project architecture
- Support artists and programmers in Unity best practices
- Advise current and future hardware and software needs

Phosphor Games
Senior Technical Animator

Sep 2014 - Sep 2015

- Maintain motion capture hardware, automate motion capture pipeline, and improve data quality
- Organize projects and develop pipelines for game engine asset integration
- Oversee animation, motion capture adjustment, and art tool development across various software
- Projects include *WWE Immortals*, *Heroes Reborn: Gemini*, and *The Path to Luma*

Red Eye Studio | High Voltage Software
Technical Director | Mocap Studio Director

Jul 2002 - Sep 2014

- Manage and train mocap artists, technical artists, and animators
- Maintain and operate all mocap hardware and software
- Develop and maintain art tools, including automation of pipeline functions
- Troubleshoot artistic and technical issues, including third-party tools
- Setup and manage cinematics, including lighting, rendering, compositing, and render farm management
- Act as lead of mocap shoots, tracking and cleaning data, retargeting, and animation
- Projects include *Bioshock*, *Saints Row IV*, *Gnomeo & Juliet*, *Prey*, and *Stubbs the Zombie*

EDUCATION

AnimationMentor.com (2007)

Diploma in Advanced Character Animation

Columbia College, Chicago (2004)

Bachelor of Arts in Film and Video

Elgin Community College (2001)

Associate Degree

SKILLS

- Unity
- Unreal Engine
- Visual Studio
- Perforce
- SVN
- C#
- Python
- Cg
- MEL
- Maxscript
- Maya
- MotionBuilder
- 3D Studio Max
- Photoshop
- After Effects
- Vicon Blade
- HSL
- MVN
- Motive
- Photography

TEACHING EXPERIENCE

College of Computing and Digital Media, DePaul University
Adjunct Instructor

Sep 2013 - Current

- Introduce students to motion capture process and software
- Provide guided learning via hands-on, demonstrative, group, and individual activities
- Research and consult on hardware and software upgrades

ACHIEVEMENTS

Awards and Certifications

- Mensa
- Unity Certified Developer (2016)
- Unity Certified Expert Gameplay Programmer (2018)
- Unity Certified 3D Artist (2020)

Unity Certification Development Team

- Expert Technical Artist: Shading & Effects exam (2017)
- Expert Technical Artist: Rigging & Animation exam (2017)
- Expert Gameplay Programmer courseware (2018)
- Unity 3D Artist practice exam (2020)
- Expert Gameplay Programmer exam (2020)
- Certified Programmer practice exam (2020)
- Professional Artist exam (2021)
- Professional Programmer exam (2021)