

KAITLIN PERRY

TECHNICAL ARTIST

CONTACT

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[LinkedIn](#)

EXPERTISE

HARD SKILLS

Unreal Engine

Maya

Substance Painter

Substance Designer

Perforce

Embergen

ZBrush / Nomad

Houdini

SOFT SKILLS

Teamwork

Problem Solving

Troubleshooting

Decision Making

Flexibility

Technical Writing

Communication

NOTABLE PROJECTS

HERE

Those About To Die

Time Bandits

Qiddiya City

Epic Games Fellowship

EXPERIENCE

CONTENT TECHNICAL ARTIST | DIMENSION STUDIO | JUNE 2024 - NOVEMBER 2024

- Crafted Real-time digital environments in Unreal Engine
- Created custom materials / shaders that included controls for artists
- Developed master materials and blueprint tools to improve pipeline & workflow

TEACHING ASSISTANT | EPIC GAMES | JULY 2024 - AUGUST 2024

- Supported, mentored, and educated Fellows during the 2024 Epic Games Fellowship
- Provided chat moderation for instructional sessions, hosted open labs, and facilitated 1-1's when requested
- Delivered feedback and provided tailored troubleshooting to help Fellows with their skills development and learning

TECHNICAL ARTIST | BUNKER DIGITAL | MAY 2022 - JUNE 2024

- Created real time digital environments in Unreal Engine for film and television
- Led research and development on new and emerging technologies in Unreal Engine; tested and documented pipelines and processes for new shows (USD, Nanite, Lumen)
- Cleaned, optimized, and provided troubleshooting solutions for scenes
- Worked as on-set artist as part of the crew for Virtual Production film shoots
- Curated learning content and mentored coworkers in Unreal Engine

PRODUCER | STUDIO38 | JULY 2021 - DECEMBER 2021

- Managed 12 person team on an indie IP
- Delivered weekly goals on time and assigned tasks to team
- Created strategies to implement changes based on feedback; adjusted and met deadlines accordingly
- Performed 3D Generalist duties: modelling, texturing, UV-ing, animating and rigging

EDUCATION

VANCOUVER INSTITUTE OF MEDIA ARTS

Diploma with Honours, Game Art & Design, 2022

SIMON FRASER UNIVERSITY

Bachelor of Arts Degree, School of Interactive Arts and Technology, 2018