Nate Carpenter

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Education

The University of Texas at Austin **May 2023**
Bachelor of Science in Arts and Entertainment Technology

Relevant Coursework

3D Modeling and Texturing
- Utilized hard surface and organic modeling workflows.
- Practiced modern texturing techniques.
- Authored physically-based shaders to create efficient assets based on clear content goals.

3D Materials and Lighting
- Built and modified UV data to support VFX within Unreal Engine 5.
- Created materials with custom functionality and modified parameters via blueprints inside Unreal Engine 5.
- Designed dynamic particle systems with Niagara.

Game Character Animation
- Created movement and combat animations for both biped and quadruped rigs with current industry workflows.
- Implemented input triggered character animations within Unreal Engine 5.

Technical Art II
- Converted MEL commands into Python commands.
- Accessed and organized data using the Unreal Python API.
- Created GUIs with QT Designer for use in both Unreal and Maya.

Customer Service Experience

Outback Steakhouse, Austin, Texas **September 2020 - March 2021**
To-Go Server
- Actively managed high volumes of orders through customer call ins and through kitchen preparation.
- Effectively performed within a team environment often assuming different positions and responsibilities on short notice.
- Proficiently communicated with customers both in person and over the phone to fulfill orders.

Technical Skills

Unreal Engine 5	Autodesk Maya	Marvelous Designer
Zbrush	Substance 3D Painter	Substance 3D Designer
Photoshop	Premiere Pro	Ableton Live
Python		