Jason Childress

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Senior Technical Artist

Video Game Development● Design & Implementation● Technical & Creative Collaboration

**Technical Artist** with 19+ years of experience in video game development as well as the design and delivery of key studio pipelines for Amazon. Forge strong trustworthy relationships with artists, empowering them through amazing tools and relentless support. Build strategic relationships with engineers, acting as liaison between technical and creative talent. Innate ability to identify workflow inefficiencies in a fast-paced environment.

* **Integral player in building a new material pipeline**, enabling artists to work in a more intuitive and iterative workflow.
* **Triggered creation of a dedicated Tutorial Team** to increase output and quality of Amazon Lumberyard’s tutorials.
* **Sped up Alexa Voice Designers’ ability to test and develop** new voice experiences for the Echo customer interface.

Core competencies

 Game | Product Development Feature Functionality Engine | Material | Shader Editors

 Build & Improve Workflows | Pipelines Meet Run-Time Art Requirements Cross-Functional Collaboration

 Help Drive Artists’ Enablement Define Standards | Procedures Create Testing Tools | Criteria

 Strategic Prototyping | Modeling Corporate Standards Compliance Adapt to Ambiguity | Changes

Notable Projects | Products

Alexa ● Lumberyard ● Agents of Mayhem ● Saints Row IV ● Saints Row: The Third ● Saints Row II

Karaoke Revolution Country ● Rise & Fall: Civilians at War ● Karaoke Revolution Party

Guitar Hero ● Empires: Dawn of the Modern World ● Empire Earth

Professional Experience

**Amazon** **Seattle, WA | 2015 to 2018**

**Design Technologist |** Amazon Imaging | 8/2018 to Present

* **Owner of Maya plugin\toolchain,** Amazon’s internal teams of 3D artists use Autodesk Maya as their main content creation tool and the creation, iterating and exporting of 3D Assets into our toolchains and ingestion systems is handled by this Maya plugin.
* **Help migrate render system to AWS,** working as an engineer to help migrate the rendering system to an independent cloud-based render service in AWS using EC2 instances. This replaced artist’s machines as the primary rendering systems and increased throughput of render jobs while simultaneously offering the tech team more control over our rendering nodes.

**Design Technologist |** Amazon Alexa | 1/2018 to 8/2018

* **Accelerated Alexa development** by designing an internal prototype tool based on feedback from stakeholders and future customers, winning accolades from Alexa voice designers. All of Amazon has the ability to use this tool for quick and easy Alexa prototyping.
* **Took reins as Product Manager for Alexa-based games after the previous PM left the team,** working closely with a UX Designers and Alexa Engineer to create and test prototypes for potential games.

**Amazon (Continued)** **Seattle, WA | 2015 to 2018**

**Graphics Technical Artist** | Amazon Lumberyard Editor | 1/2016 to 8/2018

* **Designed and built a test system for Graphic Engineers** to help them troubleshoot the latest code changes versus the game engine’s current graphics to verify proper functionality across all features in an effort to reduce regression bugs.
* **Aligned with the QA Engineer and teammates to define, streamline, and document scalable test criteria** to confirm functionality of new features, removing the burden of creating content from Graphics Tech Artists.

**Field Technical Artist** | Amazon Lumberyard Editor | 1/2015 to 1/2016

* **Independently took on task of creating Lumberyard’s first written and video tutorials,** defining production quality, standards, and theme in alignment with Amazon’s world-class image as a guideline for the Tutorial Team setup later.
* **Supported both internal and external customers of Lumberyard,** offering solutions, advice or education with implementation of technology, creation of written documents or tutorials, either remotely or on-site if need be.

**Volition** **Champaign, IL | 2006 to 2015**

**Senior Technical Artist |** Core Technology Group & Insane Project | 1/2008 to 1/2015

* **Ensured the user experience of the new material pipeline met demands and needs of artists** and wrote front-end code for the material and shader editors, empowering artists to explore and experiment freely with new material types.
* **Researched and implemented a new lightmap systems via Enlighten,** partnering with a Graphics Engineer to setup artists’ workflow to generate lightmaps and add them to the game engine.

**Senior Technical Artist |** Saints Row II Project | 1/2006 to 12/2008

* **Enabled Artists** by building 3DS Max tools to ensure smoother workflows which allowed them to create high-quality game art in less time with compatible game features, resulting in greater efficiency with little interruptions.
* **Built a new weather and Time of Day editor** to help artists easily define quality lighting scenarios in the game engine.

Additional Experience

**Technical Artist |** Harmonix Music Systems, Cambridge, MA | 2005 to 2006

**Environmental Artist |** Stainless Steel Studios, Cambridge, MA | 2000 to 2005

Personal Gaming Projects

**Co-Designer & Creator |** [**Lumbercade**](http://jasonchildress.com/portfolio/the-lumbercade/)

Cloud-based, Alexa-Powered gaming arcade with integrated smart kegerator.

**Creator |** [**Poker Tables**](http://jasonchildress.com/portfolio/poker-tables/)

Matching pair of high-end, 10-player poker tables for a friend’s game room.

Technical Proficiencies

**Software Knowledge**

3DS Max ● Adobe Photoshop | Illustrator | Premiere ● Visual Studio ● Wing IDE ● Perforce ● Hansoft ● Jira

git ● Autodesk Eagle ● Autodesk Fusion 360 ● PC | Xbox | PS Development ● Arduino IDE

**Programming Languages**

Proficient in Python & MAXScript ● Familiar with JavaScript | HTML | CSS ● Minor Knowledge of C & C++