PAUL GRIFFIN
TECHNICAL ARTIST

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SKILLS

- VFX, Shaders, & Particle Systems
- Procedural Modeling & Materials
- Asset Pipelines & Integration
- Troubleshooting & Optimization
- Tools Development
- Gameplay & System Programming
- Rigging & Skinning
- Game & Cinematic Animation
- Motion Capture Cleanup
- Procedural Animation
- 3D Characters, Creatures, & Props
- Stylized & Realistic Texturing
- Lighting & Compositing
- Quality Assurance & Testing

TOOLS

- Blender
- Maya
- ZBrush
- Houdini
- Unity, Unreal Engine, & Godot
- Substance Painter & Designer
- Marmoset Toolbag
- Marvelous Designer
- Photoshop, Procreate
- C#, C++, C
- Python, GDScript, Blueprints, MEL
- GLSL, HLSL, Shader Graphs
- GitHub, Perforce

EXPERIENCE

A Square Games and Simulation August 2025 — December 2025
Pandora's Party Box — **Tech Artist Intern**

- Designed VFX using Visual Effect Graph, Shuriken Particle System, and Shader Graph
- Implemented VFX triggered through animations and physics collisions
- Rigged, skinned, and implemented characters meeting real-time performance specifications in Unity
- Authored idle, locomotion, and combat animation sets with optional root motion

Lab 165 July 2025 — December 2025
Rage Rooster: Fowl Carnage — **Tech Artist**

- Automated reorganization for art assets and their dependencies into a new Unity project structure
- Performed project-wide audit and verified complex asset structures are properly reorganized
- Developed a custom import pipeline for consistent asset data structure, validation, and organization
- Provided training to 3D artists, technical support to programmers, and guidance to project leadership

Safe Haven Studio September 2024 — April 2025
When the Crow Sings — **Technical Lead / Programmer**

- Created a compiled markup language for dialogue featuring conditional logic, events, and usable metadata
- Designed Unity project architecture and data structures to be extensible, loosely coupled, and maintainable
- Oversaw Git version control and provided support for a team of 15 artists, designers, and programmers
- Developed flexible conditional loading to support time progression, quests, and narrative changes
- Designed a versioned binary file format for save data with a designer-friendly interface
- Implemented player controller and land + aerial navigation for NPC and enemy AI

EDUCATION

University of Central Florida — Burnett Honors College
B.A. Digital Media — Game Design
Summa Cum Laude
May 2025

LinkedIn Profile