

J TUASON

3D & Technical Art

jtuason.com

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EDUCATION

Rochester Institute of Technology

BFA 3D Digital Design, 2017

Minor in Game Design

SKILLS

Tools

Unreal Engine 4 / Unity / Substance Designer
Autodesk Maya / Marmoset Toolbag 3 / Adobe
Photoshop / Adobe After Effects / Adobe Premiere
Leap Motion / Perforce / Github

Technical

Node-based shaders / Python tools for Maya

Scripting

Unreal Blueprints / Python / PyQt / MEL / C#
Processing

Personal

Organized / Team-oriented / Engaged learner

AWARDS

I Need Diverse Games GDC Scholarship - 2017
RIT Outstanding Undergraduate Scholars - 2017
ESA Foundation Scholarship for Women and
Minorities in Video Game Arts - 2013, 2015
Dean's List - Fall 2013 to Spring 2017

EXPERIENCE

Insomniac Games

Associate Shader Artist

June 2017 to Present

Create node-based shaders and Maya tools in PyQt for artists on
Marvel's Spiderman

Massdigi Summer Innovation Program

Lead Designer & Technical Artist

May 2016 to August 2016

Designed, drew 2D art and animations, developed particle systems,
and programmed UI for shipped mobile game in Unity with C#

Senior Capstone

Game Designer, Programmer, & Artist

August 2015 to May 2017

Designed, programmed, and created 3D assets and shaders for a
narrative point and click game in Unreal Engine 4

RIT MAGIC Center

Video editor & QA

September 2016 to December 2016

Created trailer and tutorial videos for mobile game as well as
playtested and documented bugs for a mobile game made in Unreal
Engine 4

My First Game Jam

Creator & Co-organizer

January 2016 to Present

Created and co-hosted a series of two week biannual online game
jams for over 2000 cumulative beginner game developers

RITGraph

President

Fall 2016 to Spring 2017

Secretary

Fall 2015 to Fall 2016

Organized workshops and distributed communications and
promotional materials for student chapter of SIGGRAPH

100 Hour Project

Team Leader

Spring 2015, Spring 2016

Led team of all grade levels in designing Unreal animations for a one
week challenge