

# Gabe McCauley

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## Professional Summary

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Focused Technical Artist offering 9+ years of experience building tools and improving pipelines in Maya/Unity/Unreal. Accustomed to collaborating with teams across the globe to resolve production challenges.

## Skills

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### Specialties

- Tool Development – C#/ Python
- Shaders/VFX
- Environmental Design/Art

### Software

- Maya
- Arnold/Vray
- Unity
- Unreal

### Languages

- Python / Mel
- C #
- CGFX/HLSL

## Experience

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### Technical Artist - Apple (Yoh)

Jul 2022 -Current

- Defined and improved workflows for the Synthetic Data / Machine Learning Engineers and Synthetic Data Artists
- Developed procedural tools for and automated fixes for Synthetic Data assets and scenes
- Supervised outsourcing teams in scaling up their tool development efforts and integrating with internal Apple tools.

### Technical Artist - Microsoft (Q- Analysts)

Aug 2016 - Jul 2022

- Developed tools, scripts, plugins to streamline processes to support the Synthetic Art Team
- Developed automated solutions for conversion of assets / shaders across multiple formats and renderers
- Created procedural assets to be used in machine learning training and validation.

### Technical Artist - Harebrained Schemes

Jan 2015 - Aug 2016

- Researched and implemented efficient Particle Effects and Shaders to suit the art direction
- Designed interactable objects to work within a procedural environment
- Improved in house tools, and identified external packages for licensing

### Associate Designer - Monolith/WB Games Seattle

Oct 2012 - Jul 2013

- Environmental Layout, markup and bug fixing
- Open World Mission design and technical implementation
- Sandbox AI design and population.

## Education

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BFA, Game Art and Design - The Art Institute of Seattle

Dec 2014