

Isaiah Gilliland

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Red Oak, TX

EXPERIENCE

Technical Artist IV : May 2022 - 2025 : Everi - Top Shelf Studio

- Onboarded as a Technical Artist III and was promoted to Technical Artist IV within my first year.
- I used After Effects with Trapecode Universe to create multiple effects and animations.
- Created armatures in Blender and Maya
- Programmed a physics simulation tool to record pachinko balls in Unity using C# and the experimental DOTS framework.
- I developed a Spine to After Effects extension to import Spine animations

Unity, C#

Freelance Game Developer : May 2020 - 2022

- I oversaw the design and implementation of systems, music/sfx, concept art, game design document, and UI in Unity.
- Successfully managed a team of 2 programmers and an additional designer.
- Project management utilizing Git, Kanban, and Scrum.
- Created 3D models and animation in Blender and FBX format

Founder : Mar. 2018 - Apr. 2020 : Pixel Flux Ctrl

Godot, GDScript
Unreal, Blueprints

- As 1 of 2 founders I oversaw most design tasks including gameplay, systems, narrative, UI, and overall style in Godot and Unreal.
- Lead Programmer for systems and shaders utilizing GLSL.
- Created art in Blender and glTF format and texturing in Quixel Mixer
- Created prototype games in Unreal with Blueprints and Material Editor

Event Organizer : Feb. 2017 - Sept. 2017 : The Sensorium

HTML, JavaScript,
Adobe Illustrator

- The Sensorium was an art & music festival in Round Rock, TX.
- I was in charge of designing, creating, and hosting the event website, designing posters, oversaw organization meetings of up to 12 people.

Software Engineer : Omniarts : 2013 - 2016

Html, JavaScript

- Designed and implemented an HTML5 game engine for Intel's AppUp platform and used it to create an action adventure game with it.

Unity, C#

SKILLS

- 🔗 **Programming languages:** C#, Blueprints, GDScript, Python, Javascript, Lua, and C/C++
- 🔗 **Editors and IDEs:** Visual Studio, VS Code, Vim, and Emacs ;fiddled with emacs lisp
- 🔗 **Art Programs:** Spine, Maya, After Effects, Blender, Adobe Illustrator, Photoshop, Clip Studio Pro
- 🔗 **Debuggers:** Visual Studio Debugger, GDB, Valgrind

ACHIEVEMENTS

- ☐ Created a real-time pachinko physics simulator to record ball paths for the bonus of a game. The system was flexible and mapped out possible paths in real-time.
- ☐ I had the chance to create a forward looking HTML5 game engine before many of the current engines existed, when only Canvas2D was available.
- ☐ Half-way through development of BoxByte I suffered a failure and lost all code to the game. With dedication I eventually rewrote all the code and improved it and successfully launched.
- ☐ Finally broke into shader development, which is now my favorite thing to work on. I've made shaders for 3D models, 2D Sprites, UI, and special effects.

INTERESTS

Hobbies: art and comics, reading Sci-fi and fantasy books, writing sci-fi and fantasy stories

Favorite TV: Breaking Bad, Game of Thrones, The Expanse, Severance

Favorite Games: Crusader Kings II, Doom I & II, Metroid Prime, Homeworld, Starbound, Dark Souls, Hal-Life, Angband, Nethack, Tales of Maj'Eyal, and Dungeon Crawl Stone Soup