

Luke Schloemer

Principal Technical Artist

<https://www.LTS3D.com>

LUKE@LTS3D.com

<https://www.linkedin.com/in/luke-schloemer-4b4b1b60/>

714.313.2019

Summary

Dedicated Technical Artist with over 5 years of experience. Highly versatile and can adapt to difficult technical constraints. Comfortable in client facing roles & creative direction. Has experience leading art teams, as well as multi-disciplinary teams. Contributed to projects on over 12 different types of hardware. Fluent in a variety of software packages. Specialist in real-time lighting and shading. Written extensive documentation on best practices, workflow, and education presentations. Spoken at GDC and various company presentations. Heavily involved with recruiting, interviewing and creating art test procedures.

Technical Knowledge

- Game Asset Creation
- Advanced Shading/Lighting (UE4/Unity)
- Complex Scene Management
- Technical Optimization
- Multi-platform Development (PC, XR, Console, Mobile, WebGL)
- Basic Animation & Rigging
- Basic C# (Unity) + Blueprint (Unreal)

Software Proficiencies

- 3dsmax / Maya
- Unreal Engine 4 / Unity
- Substance Suite
- Photoshop
- Houdini
- Version Control (SourceTree, SVN, P4)
- Profiling / RenderDoc
- zBrush

Titles

- **Virtual Concerts** (Various) by *Magnopus/Sony/SuperSphereVR*
 - Served as Lead Technical Artist on various Virtual Concert projects (Unreal AND Unity).
 - Assisted with early look development.
 - Supervised art team as well as performance and optimization.
 - Created unique global shader effects as well as the C# script to manage all the effects.
 - Set up lighting and baking procedures for the art team.
- **Elixir** (Oculus Quest) by *Magnopus*.
 - Assisted with early look development.
 - Set up a Quest-friendly equivalent of Standard Shader for the asset team.
 - Added a pseudo-specular response on assets via Amplify to save on draw calls.
 - Supervised performance & optimization.
 - Created various unique shaders for props and environment assets.
- **Coco VR** (Oculus PC / GearVR Mobile) by *Magnopus/Pixar*
 - Led internal art team on Magnopus side.
 - Managed complex scenes and baked level lighting.

- Interfaced with Pixar daily to port assets from Renderman to Unity.
- Worked with a graphics engineer to set up a spherical projection shader to texture geometry with Renderman spherical textures.
- Set up a master shader for all art assets.
- Optimized performance and profiled extensively for various quality settings on two platforms.
- **Mission: ISS** (Oculus Store - PC) by *Magnopus*
 - Led art production of the exterior of the ISS.
 - Led “release candidate” optimization efforts on the art team.
 - Performed early look development & lighting.
 - Led optimization for GearVR build.
- **Moana VR: Kakamora Orchestra** (GearVR) by *Magnopus/Disney*
 - Led art asset optimization efforts.
 - Interfaced with Disney daily to port assets from Hyperion to Unity.
 - Achieved steady 60 fps on Samsung Galaxy S6.
- **Disney Movies VR** (PC, then later GearVR) by *Magnopus/Disney*
 - Converted several hero art assets from various film pipelines to real-time assets.
 - Managed complex scene management including lighting and shader transitions.
 - Created shaders for use in the 3D User Interface..
 - Created a master shader that most art assets used.
 - Led optimization for GearVR build.
- **Embers of War** (PC) by *Dark Rift Entertainment*
 - Created different master shaders for Characters, Environments, Props, and Terrain.
 - Implemented various global shader effects (transitions, FX, etc).
 - Created advanced (for the time) and parameterized tessellating material with 13 landscape layers and special global terrain effects like top dirt, slope texturing, and blending.
 - Created various different turrets, props, and environment assets.
 - Contributed heavily to shading look development.
 - Asset Optimization and Profiling.
- **Dexterity Ball 3D** (PC) by *Quandary Solutions Ltd*
 - Designed several levels.
 - Created all assets (2D & 3D) for the game.
 - Wrote achievements flavor text.

Work Experience

- **Smol Games - Co-Founder** August 2019 - Present
 - Developing a game for release on Steam Early Access.
 - Helped design, conceptualize, and develop the game.
 - Responsible for all art assets in game.
 - Managed production schedules.
- **Magnopus (Full-Time) - Principal Technical Artist** March 2019 - Present
 - Participated in Recruiting Process for Senior/Lead Positions.
 - Supervised art team & assisted with creative direction on an unannounced mobile AR project.
 - Supervised other art leads on different projects.

- Contributed to art and technical art efforts on various prototypes (of small and large scope) in VR/AR.
- Interfaced with clients and executives on projects.
- Helped set standards and workflows with a proprietary company-wide asset management pipeline in Shotgun.
- [Implausible Games](#) (Indie Project) - Art Director January 2019 - July 2019
 - One of four developers that helped create a playable prototype build “*Small Squadron*” for SXSW 2019 Indie Pitch Competition.
 - Project was a finalist and the final pitch was live-streamed on Twitch.tv during SXSW.
 - Contributed to game design, art direction, technical art, asset work, and overall concept.
 - Sole artist on the project and supervised various contractors for art production.
- [Magnopus](#) (Full-Time) - Lead 3D Artist April 2018 - March 2019
 - Spearheaded company-wide Realtime Best Practices documentation in collaboration with over a dozen fellow employees.
 - Gave Technical Art educational presentations to multi-disciplinary groups.
 - Reviewed, Interviewed and trained new 3D artists on company workflows and procedures.
 - Created “Art Test” procedure used in recruiting new 3D Artists.
 - Attended GDC as a representative of the company and gave two presentations in VRDC.
 - Lead Technical Artist on unannounced console VR project.
 - Created asset and technical art on various MagicLeap AR projects.
 - Designed and implemented a city texturing system using texture arrays and vertex colors as indices.
 - Created, documented, and distributed company wide “Master Shader” currently used in all Unity projects.
- [Magnopus](#) (Full-Time) - 3D Artist Mar 2016 - April 2018
 - Trained interns on company procedures and workflows.
 - Helped manage the art team and create assets on an unannounced Unreal VR project.
 - Created 3D camera assets for Virtual Production Technology used to help create the Lion King remake.
 - Created assets and technical art for various prototypes and pitches.
- [Dark Rift Entertainment](#) (Contract/Part-Time) - Texture/Material Artist Feb 2016 - Jan 2018
 - Hired to establish Substance Painter asset pipeline.
 - Trained other artists how to use Substance Painter.
 - Created master shaders for landscapes, characters, and assets.
- [Fenix Fire Entertainment](#) (Contract) - Environment Artist April 2015 - Feb 2016
 - Created assets and technical art on *Source*, an unreleased PS4/PC title.
 - Created art assets for an early prototype of *Osiris: New Dawn* on PC.
 - Contributed to game design for an early prototype of *Osiris: New Dawn* on PC.
 - Created art assets and optimized build for *Osiris: Battlefield* on Android.

Speaking/Presentations/Teaching

- [CocoVR: Engineering a Cinematic Experience](#)
 - Art Asset Pipeline + Shader Breakdown Game Developers Conference (GDC) 2018
- [Journey to Mission ISS](#)
 - Art Asset Breakdown Game Developers Conference (GDC) 2018
- [Intro to Pre-Visualization](#)

- 11 week course on Unreal 101 + Pre-Visualization tools.

Studio Arts 2020

Education

The Art Institutes of California - Inland Empire - Graduate

- Bachelors of Science, Game Art & Design

July 2011 - March 2015