

Richard E. Mullett

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OBJECTIVE

To expand my professional skills in a challenging, collaborative environment that fosters growth and professional relationships.

SUMMARY

Experience Developing Games and Interactive Applications built in Unity 2022 - 2017. Experience with C#, Python, Action Script 3.0., Experience using Adobe CC products. Experience in direct interaction with clients to implement required concepts into 2D and 3D animations. Bachelors of Science in Television and Film Production with emphasis in screenwriting and direction.

TECHNICAL SKILLS

- Programming Languages: C#, Python, Exposure to Flutter, JavaScript for tooling
- Experience exporting Unity Applications for Android, iOS, Stand-Alone desktop Apps, WebGL
- Operating systems: Windows, Mac OS
- **Tools:** **Unity**, **Visual Studio**, Visual Studio Code, Mono Develop, **Adobe CC**, **Maya 2010 - 2023**, **Photoshop CC**, Illustrator CC, OBS, Premiere Pro CC, , Audition CC, Slack, Zoom, Microsoft Office, Spine, Rive, **Sourcetree**, **Gitlab**, Github, Jira, Miro, Figma, Copilot, **ChatGPT** to aid in tool writing

EXPERIENCE

Technical Art Manager – (July 2021 – December 2023) **Age Of Learning, Inc.**

- Managed small team of Technical Artists in a SCRUM environment.
- Contributed to Engineering related personnel management discussions and decisions.
- Contributed to interviewing and hiring decisions across multiple disciplines.

Unity Technical Artist – (August 2016 – December 2023) **Age Of Learning, Inc.**

- Helped test Rive and Spine animations in Flutter development for transition of Mastery products to Flutter
- Used Copilot and ChatGPT to aid in efficiency of some tool development.
- Developed Maya pipeline to convert web based Flash animated pipeline to Unity friendly pipeline, including initial Maya rig. Used Illustrator custom scripts with exported layer data in custom Maya tooling to create meshes and color vertices before rigging and export to Unity.
- Incorporated third party plugin SVG importer to create optimized meshes for use in game assets and animated rigs.
- Maintained Animation and Art pipelines and assets, including the creation and maintaining of Git repositories.
- Developed Unity Editor tools, Timeline Track tools, Python Maya tools to aid in the optimization of the pipeline.
- Contributed code to various features in over 30 shipped Math Mastery Games.
- Prototyped and developed shipped features in Unity.
- Maintained Art and Animation version control activities in Sourcetree and Gitlab.
- Acted as liaison between Art, Animation, Engineering, and Product Owners.
- Implemented Art, Animations into games. Developed Unity Particle VFX.

Continued:

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Unity Technical Artist – (August 2016 – December 2023) Age Of Learning, Inc. Continued

- Developed Shaders using Shader Forge and Shader Graph
- Developed recurring training class for various departments to cross train personnel in a variety of subjects including Unity features, Maya workflows, Custom tooling, Art and Animation related subjects.
- Mentored junior Tech Artists and Animation/Riggers in various Tech-Art and pipeline related subjects.
- Aided 2D and 3D artists as needed.

2D and 3D Interactive Application and Game Development – (June 2015 – May 2016) - Smart Utility Systems

- Developed 3D interactive training materials for clients utilizing Unity 5.3, C#, Mono Develop and Visual Studio. Deployment was for iPad and Android devices.
- Modeled, UV Layout, Texturing, and Character Animation of 2D and 3D elements in Maya and Unity.
- Developed, Designed 2D game from concept through deployment. Responsible for animation, game design, game play, UI, Character Animations utilizing sprite sheets and Unity's Animation system, Sound design, and coding which was done in C#. Developed reusable object oriented scripts.
- Animated, rendered and composited training videos utilizing Flash, Maya 2016 and Premiere Pro CC.

3D Artist and CG Generalist - (February 2007 – June 2015) – LORAX Environmental Inc.

- Developed 3D animations and visualizations according to client specifications for use in loadable image sequences and encoded movies.
- Conceptualized, modeled, animated, lit, textured, rigged, rendered and composited 3D elements before encoding for use in project, including VFX development.
- Developed low-res and hi-res textures and models for print and video.
- Designed camera and lighting setups for 3D animated imagery that communicated our client's story affectively to their audience.
- Discussed ideas with clients, wrote proposals and estimated budgets.

Flash Developer - (February 2007 – June 2015) – LORAX Environmental Inc.

- Assumed lead role in prototyping interactive presentations which convinced new clients that our solutions were unique and well-suited to help them surmount their obstacles.
- Developed ideas and strategies for future business opportunities.
- Utilized externally developed and in-house AS3 code templates and developed reusable code for implementation in projects, including XML data import and launching of PDF documents from within LORAX Animated Information Systems.
- Interfaced with clients from preliminary analytical phases through post-production helping them to achieve their goals.
- Designed company Flash website including writing, developing promotional materials and encoding sample work videos. Maintained company website and client product distribution webpage.
- Discussed ideas with clients, wrote proposals and estimated budgets.

EDUCATION: B.S. Film and Television Production from San Diego State University. Studied 3D art and VFX at Santa Monica College