

# BT Ward

Technical Artist, Pipeline & Tools

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## Skills

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### Programming Languages:

- Python
- C++
- C
- JavaScript
- GLSL
- MEL

### Programming Concepts:

- 3D Games Pipelines
- Tools
- 3D Math
- Communication
- Problem-solving
- Legacy Codebases

### Key Software:

- Version Control (P4, Git)
- 3D DCC (Maya, 3ds Max, Blender)
- Qt UI
- Direct3D
- Visual Studio

## Experience

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### Advisor

Warby Parker

**September 2024 – Present**

Skokie, Illinois

### Technical Artist

Electronic Arts (EA Create Animation)

**January 2022 – January 2023**

Orlando, Florida (Remote)

Titles: EA SPORTS PGA TOUR (2023), Dragon Age: The Veilguard (2024)

- Collaborated with animators and producers in order to ameliorate technological barriers
- Prototyped a Python script for Maya visibility shortcuts, saving 5 clicks on every launch
- Automated Python Maya animation export scripts, alleviating 9 person-days of manual work
- Maintained an in-house Maya Python animation picker tool for non-humanoid rigs based on accessibility and UX feedback from animators in weekly meetings

### Independent Tools Engineer

**March 2020 – Present**

- Introduced new skinning troubleshooting techniques through a Blender Python add-on which allows users to capture and iterate on problematic poses from live engine data
- Eliminated 2 intermediary tools and improved import pipeline efficiency 50% by bundling material binary data I/O into a Blender Python add-on and node-based shader
- Automated skin mirroring workflow via MAXScript, speeding up time-to-iterate by 2 minutes

### Data Engineering Intern

RWTH Aachen

**June 2019 – September 2019**

Aachen, Germany

- Implemented Pyside UI in ROS for initiating and evaluating data recording
- Participated in an international workspace with a diversity of languages and cultures

## Education

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### Bachelor's of Science in Computer Science

Northwestern University, McCormick School of Engineering and Applied Science

**June 2021**

### Media Arts & Game Design Certificate

Northwestern University, School of Communication

**June 2021**