

# Brian May

[Brian-May.com](http://Brian-May.com)  
BMay1286@Gmail.com  
413-281-8481

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## Profile

- Technical artist at Oculus VR
- Management experience
- Art pipeline support experience
- Teaching experience

## Skills

- Unreal engine 4
- Blueprint
- Material and shader development
- Pipeline support

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## Work Experience

### Technical Art Manager

July 2017 – Present

Oculus VR, Facebook, Seattle, WA

- Managing environment art team
- Working on materials, shaders, blueprints and more
- Focus on VR and Unreal Engine
- Experience optimizing art content for a wide variety of experimental and early hardware including mobile and high-end PC
- Working closely with a wide variety of highly collaborative teams locally and remotely

### Technical Environment Artist

October 2013 – July 2017

343 Industries, Microsoft, Redmond, WA

- Provided support for internal tools and Maya
- Lead performance and optimization initiatives for the environment art team
- Wrote scripts and tools to help artists optimize their workflow in Maya
- Educated artists on how to best use our internal tools to optimize their workflow
- Worked closely with a wide variety of teams in a highly collaborative atmosphere

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## Independent Projects

### Slothin Around

- Independent game being developed in Unreal Engine 4
- Leading a small group of developers to build a physics-based action adventure game
- Uses physics for gameplay
- Gameplay centers around a rolling sloth climbing on walls, picking up objects and throwing them
- Responsible for gameplay implementation, design, physics integration, and performance
- Actively seeking out and implementing new techniques and tools that can speed up our artists' work and make our game look the best it possibly can

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## Education

### Rochester Institute of Technology

Master's of Science in Game Design and Development – 2011

- Independent study in this program lead to becoming a poster presenter at ACM SIGGRAPH 2011 for a paper titled "Design Goal-Oriented Level Design"

Bachelor's of Science in Information Technology – 2008