

# Toli Carter

## Technical Art and Scripting

- 10 Years of Technical Art
- Python, C# and JavaScript
- Version Control with Git, P4
- Game creation with Unity, Unreal
- Tools for Unity, Maya & Photoshop
- Shaders, Model and Texture creation

## Professional History

### **The Third Floor, Los Angeles, CA** **10/2018 – Present**

Technical Artist

Designed effects, scripted interactions, authored and maintained tools.

### **Defend The Cake, Los Angeles, CA** **03/2015 – 10/2018**

Chief Creative Officer

Developed concept, managed external contractors, created content and tools.

### **Hitbox, Los Angeles, CA** **02/2018 – 10/2018**

Technical Artist

Guided asset development, created Unity content and interactions.

### **VR Playhouse, Los Angeles, CA** **02/2017 – 10/2017**

Developer

Authored effects, debugged and developed gameplay, for XR.

### **Psychic Bunny, Los Angeles, CA** **04/2016 – 08/2016**

Programmer

Created a series of mini games for web, optimized them for mobile.

### **PlayStudios, Burlingame, CA** **07/2014 – 01/2016**

Senior Technical Artist

Improved clarity of work through documentation and standardization.

### **Heavy Iron, Culver City, CA** **06/2013 – 10/2013**

Technical Artist

Accelerated artist iteration, deployed games to custom hardware.

### **Riot Games, Santa Monica, CA** **03/2010 – 02/2013**

Associate Technical Artist

Enhanced content for millions of players, helped create a holiday.

## Education

### **Art Institute of California, Los Angeles 2009**

Bachelors of Science, Game Art & Design

Graduated with Honors

Awarded Outstanding Achievement for Technical Excellence

## Additional Superpowers

- “*Cake Tower Defense*” (2015-2018), 2D Tower defense game in Unity
- *Make Something Unreal* Finalist, Phase 2 and 4, 2008
- Third place, *Unearthly Challenge* 2009, “Emberspawn”
- Web Comic Artist “*Infinite Paradox*” (2004 - 2006), 111 weekly comics
- Fabrication, Analog circuits, Silversmith, Fire arts