

Toli Carter

Technical Art and Scripting

- 7 Years of Technical Art
- Python, JavaScript and C#
- Version Control Setup & Automation
- Game creation with Unity, Unreal
- Tools for Maya and Photoshop
- Model, Rig and Texture creation

Education

Art Institute of California, Los Angeles 2009

Bachelors of Science, Game Art & Design

Graduated with Honors

Received the Outstanding Achievement Award for Technical Excellence

Professional History

VR Playhouse, Los Angeles, CA 02/2017 – 07/2017

Developer

Authored effects, debugged and developed gameplay, optimized content in Unreal and Unity for VR and mobile VR.

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

Enhanced dialogue between teams and improved clarity work through documentation and standardization of deliverables.

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

Technical Artist

Accelerated artist iteration, improved the quality of content, deployed games to custom hardware.

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

Associate Technical Artist

Played an integral role in the establishment of the technical and art teams, created tools, deployed content to millions of players, helped created a holiday.

Additional Superpowers

- “*Cake Tower Defense*” (2015-2017), 2D Tower defense game in Unity
- Printed Circuit Board (PCB) design
- *Make Something Unreal* Finalist, Phase 2 and 4, 2008
- Third place, *Unearthly Challenge* 2009, “Emberspawn”
- Web Comic Artist “*Infinite Paradox*” (2004 - 2006), weekly comics
- Archer, Fire Dancer, Hiker