BRET HOBBS
www.brethobbs.com

EXPERIENCE

FableLabs   August 2015 - Present
Technical Art Director

○ Designed, coordinated, and implemented new subsystems in Unity (C# & proprietary scripting language): FX Sequencing, animation graph creation and routing, script-based implicit camera controls.
○ Prototyped and supplied feasibility estimates and timelines for high-risk games and features.
○ Built and hardened import and export pipelines shared across multiple games in both 2D and 3D, used by both expert and novice content creators.

Yoshirt   May 2015 - July 2015
Technical Art Consultant

○ Built Illustrator scripts to position user-submitted source images in manufacturer-specific product templates. Assisted in the creation of Rails tool to batch order creation and source file management.

Mosojo   June 2013 - July 2015
Co-Founder

○ Built a platform for users to create and share interactive content on mobile devices, utilizing Unity asset bundles to deliver on-demand content packages via deeplinks.
○ Created C# client and tool scripts to construct custom JSON definitions from existing prefabs, and managed asynchronous loading of bundles and their meta-structures.
○ Designed several prototype apps to showcase platform features, and created integration guidelines for partner companies.

Zynga   March 2010 - June 2013
Senior Technical Artist

○ **CastleVille Legends:** Created pipeline to generate 2.5D models and rigs in Maya from a Photoshop file. Created FBX plugin and custom Maya node for use with spritesheet UV animation in Unity.
○ **Dream Zoo & Unreleased Product:** Designed vertex-based animation system using edge-breaker compression and worked with dev leads to implement custom file format. Built animal customization shaders and visualization tools, allowing massive combinatorial customization space. Worked alongside art director in a production role, managing 4 artists and outsource studio.
○ **CityVille:** Created asset-conditioning pipeline for data-driven UI framework. Worked with creative leads to create UI and branding, and prototype high-risk features. Created web-based tools for editing in-game assets and animations. Implemented runtime texture-swapping for prerendered sprites using Adobe's PixelBender framework.

EDUCATION

Academy of Art University   *2007*
BFA, Illustration
University of California, San Diego   *2004*
BA, Communication - Minor in Film

PROFICIENCIES

C# (Unity), C, Scheme/Racket, Ruby, Python, Javascript, Bash, ActionScript, OpenGL, GLSL, Rake, Sinatra, Git, HTML5/Canvas, CSS/SCSS, Maya, Blender, Imagemagick, Photoshop, Illustrator, Flash