Jay Shippey | Technical Artist

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Professional Experience

Technical Artist | Dreamship Games LLC | April 2024 - Current
- Served as the bridge of communication and manager between the programming and art teams, validating assets and providing documentation of any tools/systems created.
- Created shaders for environments, UI, characters, and post processors with Unreal Engine's material editor.
- Monitored and optimized performance through a number of Unreal Engine profilers.

Digital Technical Designer Intern | Viking Group Inc. | Sept 2023 - June 2024
- Developed numerous VR training courses in Unreal Engine for fire sprinkler system simulations, making them playable and also rendering them for YouTube.
- Created and improved material shaders and Niagara particle systems while adhering to VR performance and limitations.
- Communicated with other departments frequently to ensure accuracy of the simulations.

Published Games

Hamster Hustle | May 2025 | UE5 | 3 Months
- Conducted a large optimization overhaul which included adjusting project settings, reducing the geo of models, applying and tweaking LODs to all assets, and reworking the post processing and lighting, bringing the frame time down from 27ms to 6ms.
- Implemented and verified assets with detailed feedback, making any quick in-engine adjustments using tools such as the modeling mode.
- Developed a tool that lets artists place, animate, and move players to stage pictures and then take screenshots with easy controls.

Virtual Viking | June 2024 | UE5 | 7 months
- Created shaders for realistic interactions between water, fire, and the surrounding environment such as boxes burning over time and water puddles growing and rippling on the ground. Originally, these materials had high instruction counts but brought them substantially with minimal difference in outcome.
- Used the Baker tool to reduce a complicated vfx down to just 2 particles without any loss in detail.
- Designed a procedural pipe system with drag-and-drop controls to set the start and end points with additional settings for support beams and height adjustments.

Where's that Clown?! | January 2024 | UE4 | 2 Months
- Handled programming over the entire project including the main game loop, character movement, character interactions, powerups, saving systems, UI, animations, music, vfx, and adding controller compatibility.

- Created character shaders that randomized the NPCs and added alternate skins for the character.
- Made environment shaders to signify out-of-bounds zones and animate foliage.

Strengths | Programming, Shaders, Optimization, Collaboration, Management, Design

Software | Unreal Engine, Unity, Photoshop, Illustrator, Blender, 3ds Max, Maya, Github

Education
Bachelor of Applied Science | Ferris State University | Digital Animation and Game Design