

Brittany Blair

Detail oriented developer with 2 years of experience building real-time tools and UI systems that have reduced turn around time of real-time linear production by roughly 2/3rds. Skilled at creating data driven systems with high scalability factors and working with large libraries of 3D assets.

EXPERIENCE

Psyop, Remote — *Real-Time Developer (freelance)*

JUNE 2023 - MARCH 2024

Lead developer for in-house custom real-time animated production toolset in Unreal Engine. This toolset increased turn around time of linear animated productions by roughly 2/3rds of the normal 3 month turnaround time.

HUMXN LLC, Remote — *Game Developer (freelance)*

JUNE 2022 - FEBRUARY 2024

Designed a data driven Avatar customization system and backend UI programming for a cloud hosted NFT character customizer platform with websocket communication. Managed and optimized a large 3D asset library.

Drexel University, Philadelphia PA — *Adjunct Professor*

MARCH 2022 - JUNE 2023

Design accredited game and animation courses, graded assignments, mentored students, design and present weekly lectures.

Pennsylvania College of Art & Design, Lancaster PA — *Adjunct Professor*

AUGUST 2021 - MAY 2023

Design accredited game and animation courses, mentor students, design and present weekly lectures. Supervised senior capstone film & game projects.

EDUCATION

Academy of Art University, San Francisco CA — *MA*

SEPTEMBER 2018 - MAY 2021

Studio X, Drawaholics

Pennsylvania College of Art & Design, Lancaster PA — *BFA*

SEPTEMBER 2014 - MAY 2018

Student Council, ACM SIGGRAPH Chapter Founder, Promising Artist Grant

CERTIFICATIONS

Code Refactoring

October 2023

<https://refactoring.guru/cert/r/MTUxNTU5>

SKILLS

Game Design, Puzzle

Design, Game Mechanics design, UI/UX

Game Mechanics

Scripting, Design Tools

Scripting, Object Oriented Programming, C++ , C#, Python

3D modeling, 3D

Texturing, Traditional Art

Tools Documentation,

Slide Presentation

Design, Public speaking

SOFTWARE

Unity - 6 yrs

Unreal Engine - 8 yrs

Maya - 9 years

Photoshop - 10 yrs

Illustrator - 10 yrs

After Effects - 10 yrs

Premiere Pro - 10 yrs

Substance - 4 yrs