

YAYA VEERASILPA

TECHNICAL ARTIST

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SKILLS

Core Skills

- XR/AR/VR R&D
- Virtual Production
- 3D Modeling/Sculpting
- PBR Texture Creation
- VFX & Shader Creation
- Rigging
- Cinematography

Game Development

- Unity
- Unreal Engine 4
- XCODE
- Perforce/Git
- Agile, Scrum

Softwares

- Maya
- ZBrush
- Marmoset Toolbag
- Substance Suites
- OptiTrack Motive
- MotionBuilder
- Reaper

Programming

- C#
- Python
- OpenGL/GLSL
- JavaScript
- HTML
- CSS

WORK EXPERIENCE

OCTI

LEAD TECHNICAL ARTIST, OCTI (IOS)

01.2020 - PRESENT

- In charge of customizable user avatar from concept development, rigging, to UI integration and shader development within Unity.
- In charge of creating body effect shaders and various VFX animations using Unity game engine and XCODE.
- Build camera and asset management tools to help improve artist workflow with Python.
- Provide creative direction and technical support for AR worlds, facial effects, and shaders.
- Managed the internal and outsourced artists to produce high-quality optimized 3D assets, scenes, VFX, and animations.
- Lead obstacle courses game and level design.

TECHNICOLOR

UNITY FX TD

10.2019 - 11.2019

- Create various realistic interactive VFX and shader for a show using Unity Game engine.
- Implement a script to help lighting TD control light settings and animation.
- Work with the engineer to improve the in-house virtual production tool.

SONY PICTURES ENTERTAINMENT

CONTENT INNOVATION ASSOCIATE (INTERACTION DESIGNER / ENGINEER)

05.2018 - 08.2018

- Design and implement a 10 minutes interactive storytelling projection mapping application based on a show.
- In charge of designing and programming core game systems (3 levels mini games, gesture recognition, etc.).
- Develop visual, created wireframe, prototype, and improve the user experience by iterating on feedback.
- Coordinate between executive producers, show writers, senior directors, and hardware engineers .

GA ARCHITECT

UNREAL INTERACTION DESIGNER / ENGINEER (VOLUNTEER)

05.2019 - 08.2019

- Build an interactive architecture visualization for a property development using UE4.
- Implement interactive features using AR Foundation, AR Kit in Unity3D.

MUANJAI PRODUCTION HOUSE

2ND ASSISTANT DIRECTOR

07.2013 - 01.2015

- Co-direct and produce eight commercials. In charge of timetable, ensuring that clients' goals were met.
- Coordinate between directors, executive producer, editors, actors, and various production teams.

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

MFA Interactive Media and Games, School of Cinematic Arts | International Artist Fellowship (2016-2019)

ROYAL HOLLOWAY UNIVERSITY OF LONDON

BA Media Arts in Transmedia and Cinematography | Second Class Honours (Upper Division), RHUL Bursaries (2013)