**FRANCO A CAMARILLO**

Technical Artist

frankiecama@live.com | [GitHub](https://github.com/TheFrankster) | in/frankie-camarillo

**SKILLS**

* C++
* C#
* Data structures
* Maya
* Pipeline Management
* Unreal Engine Blueprints
* Unreal Material Graphs
* Animation Engineering
* Unity
* Unity Shader graph

**EXPERIENCE**

**Lead Counselor**

Girls Make Games 2022 Summer Fellowship Program Jul 2022

* Taught young children how to program and use a game engine.
* Worked closely with other counselors to solve engine-related problems.

**PROJECTS**

**Tech Artist/Tech Director/Producer**

*Pogglewash* Unreal 4 | Blueprints and C++ Sep 2021 – Present

* Created and maintained the animation blueprints and pipeline for Unreal.
* Tied animations to gameplay using unreal blueprints.
* Worked with artists to implement their work and create tools to help artists
* Used various animation features of Unreal and created materials functions.
* Lead a tech team of 8 people, then lead as the producer for 22.

**Game/Engine Programmer**

*Ransack Raccoon* Written in C++ | Visual Studio | OpenGL Sep 2020 – Apr 2021

2D top-down game created in a custom-built engine.

* Implemented animation module functionality for the entire project.
* Collaborated on particle systems implementation.
* Implemented behavioral components for the engine.
* Was in development from the start to the Steam release.

**EDUCATION**

**DigiPen Institute of Technology**, Redmond WA

Bachelor of Science in Computer Science and Game Design Expected Apr 2023