Frank Fisher

Lead Technical Artist

CONTACT

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http://frank-fisher.com

KEY SKILLS

- 16 years experience as a Technical Artist at all levels making cross-platform AAA games

- Obsessive devotion to helping other creatives realize their visions within technical constraints

- Enthusiasm for understanding, dissecting and improving systems/processes

- Excellent communication skills to connect departments and facilitate collaboration

- Ability to quickly ramp up on new technologies, platforms and tools drawing on depth and diversity of experience

SOFTWARE EXPERTISE

COMMERCIAL ENGINES
- Unreal Engine 5
- Unity

DCC APPLICATIONS
- 3ds Max
- Blender
- Maya
- Photoshop

PRIMARY LANGUAGES
- Python
- C/C++
- C#
- JavaScript

(complete lists available on request)

PROFESSIONAL EXPERIENCE

Lead/Senior Technical Artist

Volition Games- Champaign, IL
April 2007 - August 2023

- Shipped titles: Saints Row 2 (2008), Red Faction Guerrilla (2009), Red Faction: Armageddon (2011), Saints Row: The Third (2011), Saints Row IV (2013), Agents of Mayhem (2017), and Saints Row (2022)

- Contributed to the high level software architecture of our proprietary Editor and tool scripting systems.

- Key developer of the node-graph editing suite used for Volition's internal game scripting and shader authoring tools.

- Coordinated with programming, art, and production groups to plan, implement and maintain pipelines and tools for artists from DCCs to game.

- Design and implement art tools in constant communication with users, using extensive tool scripting, plug-in and stand alone application development.

- Led the Tech Art team at Volition as we transitioned from our internal engine to Unreal Engine 5

- Served as the sole TA dedicated to Saints Row IV. Responsible for all shader development and tool support for the art teams on our evolving proprietary engine/tools.

- Led strike teams on multiple projects to optimize memory usage and frametime. Created tools to profile memory usage of assets and used PIX/RenderDoc to analyse and improve assets/asset authoring.

- Traveled to China and Australia to set up, train, and provide support to external development teams using Volition tools.

- Extensive work creating and optimizing shaders in Cg/HLSL and node-based editors including Unreal Engine 5.

UNIX/Linux System Administrator

Wolfram Research - Champaign, IL
December 2005 – April 2007

- Administered diverse network of Unix/Linux-based hosts.

- Installed and maintained servers and high-availability web infrastructure for Wolfram Alpha.

- Maintained installers for Mathematica software on a diverse collection of POSIX-based platforms.

Undergraduate Research Programmer

National Center for Supercomputing Applications - Urbana, IL
August 2005 - December 2005

- Work with scientists to make conference presentation imagery by visualizing large-scale data from models run on supercomputers.