Justin Howell

Technical Artist at Visual Concepts

 (702) 839-8724 | justinshowell702@gmail.com | jhowell702.com | github.com/jhowell702 | justin-howell-a44009192

Work Experience

Visual Concepts   *Los Angeles, CA*
Technical Artist - Tools and Pipelining   *June 2022 - June 2026*

- Worked on and shipped 4 AAA Titles - WWE2k23, WWE2k24, WWE2k25, WWE2k26
- Primary specialization in tools development and pipeline management
- Secondary specialization in rigging and auto-rig development, animation and motion capture pipelines, and general 3D modeling

Work Projects and Accomplishments

QT Tool Development

Utilizing Pyside2/PyQt5

- Built extensive number of tools using the QT framework
- Developed cross application tools for Autodesk Maya, Motion Builder, Adobe Photoshop, and Adobe Substance Painter
- Developed large scale data management tools utilizing QT Model-View framework

Database Management Tools

Utilizing Python and C++ - Qt5 and Pyside2 - Perforce API - Shotgrid API

- Developed and became code base owner of internal database management tools for artists and general developers
- Created and oversaw long term maintenance of management tools for multi-team large-scale asset libraries
- Updated and modernized internal pipeline tools for vendor to internal team workflows
- Updated and created new long term intra-team asset libraries conversion tools to expand range of usage for multiple artist teams
- Developed standalone database tools as well as integration to existing tools for Perforce API and version control workflows
- Worked with other tech artists, engineering, and art teams to develop, update, and integrate Autodesk Flow (Shotgrid) production API into tools

Art Workflow Developement

Utilizing Autodesk Maya, Motionbuilder, Python and C++

- Worked with engineering and animation teams to rebuild from the ground up existing animation pipeline processes from Autodesk Motion-builder to in-house game engine formats
- Rebuilt new front-end tools for artists to replace and improve existing workflows
- Worked with senior technical artists and multiple art teams to update and modernize existing legacy rigs and skinning
- Helped develop new LOD generation and management workflows for different art teams

General Accomplishments

Utilizing Python and C++

- Helped oversee general code base management and and bug fixing for legacy tools code base
- Performed large scale refactoring and technical debt fixes to poorly optimized/poorly written legacy code
- Oversaw and led implementation of new code review practices within internal team

Personal Projects and Skills

Personal Demo Reel and Portfolio Found at:

JHOWELL702.COM

Personal Tools

Utilizing Python, C++, and Javascript

- Created tools using the QT Framework for Autodesk Maya and Motionbuilder for asset management, general 3D workflow tools, and custom data exporting
- Developed custom tools for texture atlas animations within Autodesk Maya
- Created inter-program tools for texturing and UV workflows using Python-Javascript between Maya to Substance Painter and Photoshop
- Developed custom inter-program Python tools between Maya, Unreal Engine, and Photoshop for asset management and live asset syncing
- Created internal custom tools and UI for Unreal Engine 5 using Unreal Slate Framework
- Created custom tools for creating and interfacing with custom Unreal string/text assets, and connected to Blueprint development for string/dialogue managers
- Created custom Unreal tools ease of use functions and automation for VFX Niagra development in Unreal Engine 5

3D Asset Workflow

UTILIZING AUTODESK MAYA, ZBRUSH, SUBSTANCE PAINTER, PHOTOSHOP

- Created fullbody humanoid FK and IK rig systems with custom made spline rig controls, and customized rig handling tools and menus
- Created joint driven facial rigs with custom QT tools for ease of use
- Experience creating low polygon environmental and prop assets game ready for Unreal Engine using Maya and Substance Painter
- Created rigs for mechanical assets such as firearms, with custom intuitive animation controls

Unreal Game Development

UTILIZING BLUEPRINTS AND C++

- Developed a mobile augmented reality game as part of Senior Capstone Project during time in education, utilizing Google ARCore Libraries
- Using C++ created and implemented custom Unreal text assets with custom internal Python tools to create said assets
- Experience creating VFX and material creation using Niagra system in Unreal Engine 5
- Experience developing interactive user interfaces using Unreal Engine UMG and Blueprint development
- Experience implementing complex animation systems using Animation State Machine and Blueprint development

Software Development

General Skills

FULLSTACK DEVELOPMENT   *2 years experience*

- Launched and managed web server instances with Oracle Cloud Infrastructure and Apache
- Created and maintained web server instances with Phoenix Framework and Elixir
- Extensive experience utilizing HTML, CSS, and Javascript for web development
- Experience with both Transact SQL for database management, and PostgreSQL for fullstack development

GRAPHICS AND GAME DEVELOPMENT   *5 years experience*

- Worked with OpenGL API and Java to develop self made graphics engine
- Worked with C-style GLSL to develop custom graphics shaders for academic purposes
- Used to develop in Unreal Engine to develop custom functionality
- Created custom assets in Unreal Engine for string and text management

GENERAL

- Developed using After Effects simple effect animations for use in Unreal Engine and video editing
- Experience in Premiere Pro in video editing
- Establish and actively managed Agile Scrum workflow for small teams
- Long term experience with both Perforce and Git version control workflows
- Designed and evaluated neural networks using Tensorflow and Keras libraries
- Native speaker of Mandarin Chinese

References ────────────────────────────────

Work References

Pascal Hang

TECHNICAL ART DIRECTOR   *Direct Supervisor*

- phone
- email

Nathan Frigard

PRINCIPAL TECHNICAL ARTIST   *Colleague*

- phone
- email

Kristy Tai

TECHNICAL ARTIST   *Colleague*

- phone
- email