

Ashley Lupariello

Technical Artist

<https://www.alupariello.com>

954-740-9436

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Skills

- UE4 Blueprints
- Python/PyQT
- Tool Development
- Rigging
- VFX
- 3D Modeling
- Texturing
- Animation
- Lighting
- Rendering
- HLSL
- MEL

Software

- Unreal Engine 4
- Perforce
- Maya
- Houdini
- Substance Designer
- Substance Painter
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Premiere
- ZBrush
- Nuke
- JIRA

Education

Interactive Entertainment- MS
University of Central Florida
Florida Interactive
Entertainment Academy

Character Animation- BFA
Mass Communications- Minor
University of Central Florida
The Burnett Honors College

Experience

Iron Galaxy Studios August 2021 – Present
Associate Technical Artist

- Review/give feedback on modeling and skin weight outsource submissions
- Rig and implement prop assets in UE4
- Paint vertex color on meshes for material VFX

Studio Half
Peblito: Rock & Roll November 2020 - August 2021
Technical Artist

- Rigged the 2 characters- Peblito and snail- in Maya
- Created effects with Maya, Photoshop, After Effects, Houdini, UE4 Niagara and UE4 Blueprints
- Set up animation state machines for Peblito, snail in UE4
- Created materials/shaders in UE4 Material Graph

UCF Florida Interactive Entertainment Academy
Danger Zone January 2021 - April 2021
Technical Artist

- Worked with US Navy to deliver training game
- Created realistic explosion, missile trail effects using After Effects, UE4 Niagara, UE4 Blueprints

UCF SVAD Character Animation
Delivery October 2018 - April 2020
Technical Lead, Modeling Lead, Production Manager

- Rigged all prop models for keyframes and dynamics
- Modeled 1 character and environment models using Maya, ZBrush
- Created Substance Painter export presets and set up all 100+ material graphs in Maya/Renderman
- Wrote scripts, tools in Python, MEL for pipeline
- Created rendering, compositing workflows and wrote step-by-step documentation