

# Toli Carter

## Technical Art

### Scripting

Python, C#, JavaScript, MEL, VEX

### Version Control

Git, Perforce, Mercurial

### Game Engines

Unreal Engine, Unity 3D

### Digital Content Creation

Maya, Blender, Houdini, Adobe Suite, ComfyUI

## Professional

### Amihan Entertainment

**Principal Technical Artist**

**01/2024 – 03/2024**

Integrated generative technology into cross discipline workflows, utilizing AI-driven tools to prototype key concepts and match existing content styles, streamlining deployment and ensuring visual consistency.

### Roboto Games

**Senior Technical Artist**

**03/2023 – 09/2023**

Leveraged cross-platform development expertise to facilitate the translation of ideas across the team, into an organized vision document. Prototyping key gameplay and visuals to drive development forward.

### Meta Inc.

**Technical Artist**

**07/2020 – 09/2022**

Researched leveraging hand tracking as controllers for Quest 2 with a strike team. Released the findings and published the prototype on AppLab. Worked in tandem with Designers, debugging and optimizing mini games Taught the VR scripting language to the Tech Art team to unlock additional debugging bandwidth.

### The Third Floor

**Technical Artist**

**02/2018 – 06/2020**

Contributed to *Super Nintendo World's Mario Kart* ride, authoring scripts, sequences and visual effects in Unity. Used Python to develop and debug Pipeline tools and streamline production across the company.

### Defend the Cake

**Chief Creative Officer**

**03/2015 – 09/2018**

Co-founded *Defend the Cake*, a whimsical tower defense game released on Steam, iOS, and Android.

Established the game's visual identity and asset pipeline, managing outsourcers to ensure artistic consistency. The game maintains a *Positive* Steam rating, praised for engaging gameplay and clear art style.

*Defend the Cake* won 1st Place at the Very Big Indie Pitch at Pocket Gamer Connect San Francisco 2018.

Jobs used to fund development for Defend the Cake

### Next Generation Esports

**Technical Artist**

**03/2018 – 09/2018**

Prototyped gameplay and assets. Collaborated with Art Director to elevate asset quality.

### VR Playhouse

**Developer**

**02/2017 – 07/2017**

Authored effects, debugged and profiled VR content across multiple platforms.

### Psychic Bunny

**Programmer**

**04/2016 – 08/2016**

Created a promotional mini game for web, optimized web rendering for mobile.

### PlayStudios

**Senior Technical Artist**

**07/2014 – 01/2016**

Developed standardized workflows that significantly reduced deploy size and streamlined content creation, enabling artists to produce higher-quality content with less effort.

### Heavy Iron

**Technical Artist**

**06/2013 – 10/2013**

Focused into Python programming in a mature codebase, learned to deploy games to custom hardware.

### Riot Games

**Associate Technical Artist**

**03/2010 – 02/2013**

Built up skills in programming Python, shaders, JavaScript for Photoshop, Maya tools, and version control in Perforce and Git. Developed automation tools that reduced artist workflow time from minutes to seconds, enabling faster iteration on content for millions of players. Collaborated across departments to deliver improvements to maps, and seasonal content.

## Superpowers

Low-light Action Recreational Photos

Fabrication & circuit design

Web Comic Artist

Goldsmithing

## Education

Graduated with Honors, 2009

Outstanding Achievement for Technical Excellence

Bachelor of Science, Game Art & Design

Art Institute of California, Los Angeles