

# Joaquin Niles

## Technical Artist

Austin, TX

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### EDUCATION

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**The University of Texas at Austin**, Austin, TX

Aug 2025

*Bachelor of Science in Computer Science*

Overall GPA: 3.25

**Relevant Coursework:** 3D Game Development Capstone, 2D Game Development Capstone, Data Structures, Linear Algebra, Computer Graphics, Game Technologies, Technical Art II, Compilers, Algorithm Complexity

### SKILLS

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**Advanced:** Unity, C++, C#, C, HLSL, Python, Unreal Engine, Git, GitHub, Trello, Asana

**Intermediate:** Maya, Blender, Perforce, Linux, WebGL, Java, JavaScript, Linux

### WORK EXPERIENCE

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**Berry Ripe Games (Indie Game Studio)**, Austin, TX

Dec 2024 - Current

*Technical Artist (Shaders, UI, Tools, Optimization): Stylized Unity and Unreal 3D Platformer Game*

- Scripted tools to measure performance and rendering statistics to output them into a readable format
- Created visual effects for player and enemy actions and hooked effects up to animations
- Handled various graphical artifacts or errors related to shaders and animation, giving feedback and next steps when a solution was found
- Created multiple shaders and post processing effects such as a cel shader with multiple lighting enhancements, a water shader using perlin noise vertex displacement, and screen space outlines

**Aristocrat (Contract Internship)**, Austin, TX

Aug 2025 - Current

*Technical Artist (Tools): Tools Development Team Project*

- Scripted a tool that automates applying a photoshop style file onto an entire font atlas
- Implemented error handling and asset validation for user submitted assets
- Optimized rendering times by making direct calls to Photoshop's low-level engine

### PROJECTS

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**Procedural Terrain Generation (Solo Project)**, Austin, TX

Oct 2025 - Current

*Graphics Programming: Unity Rendering*

- Scripted noise based procedural terrain with optimizations like chunking, mesh LODs, and multithreading
- Implemented a multiplayer networking solution by making the terrain deterministic across multiple instances

**Stomach (Team Project)**, Austin, TX

Jan 2025 - May 2025

*Technical Artist (Shaders, UI, Tools): Stylized Unity 3D Horror Game*

- Created PSX style shaders to match the designer's desired artistic aesthetic
- Implemented an art pipeline as a team to streamline assets to meet a rigorous schedule
- Designed and scripted a spreadsheet based dialogue system tailored to designer requirements