

Joaquin Niles

Technical Artist

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SUMMARY

Eager technical artist with a focus on creating stylized shaders and graphics with additional expertise in game optimization, tooling, and implementing asset pipelines with artists to streamline creating game-ready assets. Highly motivated by challenge and ready to learn and adapt to new problems and unfamiliar engines.

WORK EXPERIENCE

Aristocrat Gaming

Aug 2025 - Jun 2026

Technical Artist (Shaders, Tools, Optimization)

- Scripted a tool that automates applying a photoshop style file onto an entire font atlas
- Optimized render times by making direct calls to Photoshop's engine, speeding rendering by 90%
- Visualized debug build arguments for quick testing in simulated legal jurisdictions
- Created a suite of tools for automating full project asset analysis covering code and game-object asset references, build scenes, and dependency injections

Berry Ripe Games

Dec 2024 - Current

Technical Artist (Shaders, VFX, Tools, Optimization): Stylized Unreal 3D Platformer Game

- Scripted tools to measure performance and rendering statistics to output them into a readable format
- Researched and implemented various graphics optimizations to ease porting to Nintendo Switch consoles
- Created visual effects for player and enemy actions with implementation into rigs and animation timelines
- Handled various graphical errors related to shaders and animation, giving feedback and next steps when a solution was found
- Created and optimized multiple shaders and post processing effects such as a cel shader with multiple lighting enhancements, a stylized water shader using perlin noise vertex displacement, and screen-space outlines

PROJECTS

Procedural Terrain Generation

Oct 2025 - Nov 2025

Graphics Programming: 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
- Integrated networking with SteamWorks API ensuring compatibility with Steam's existing multiplayer framework

Stomach

Jan 2025 - May 2025

Technical Artist (Shaders, VFX, UI, Pipeline): Stylized 3D Horror Game

- Created PSX style shaders to match the designer's desired artistic aesthetic
- Implemented a team wide art pipeline for streamlining asset creation under a tight production timeline
- Designed and scripted a spreadsheet based dialogue system tailored to designer requirements

SKILLS & EDUCATION

Advanced: C++, C#, C, HLSL, Compute Shaders, Unreal Engine, Unity, Git, GitHub, Substance Painter, Substance Designer

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

The University of Texas at Austin

Aug 2025

Bachelor of Science in Computer Science