

Joaquin Niles

Technical Artist

Austin, TX

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EDUCATION

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

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

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

WORK EXPERIENCE

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

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
- 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), Austin, TX

Aug 2025 - Jun 2026

Technical Artist (Tools, Optimization)

- 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 engine, speeding production by 90%

PROJECTS

Procedural Terrain Generation (Solo Project), Austin, TX

Oct 2025 - Nov 2025

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, VFX, UI, Pipeline): 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