

Technical Artist & CG Generalist

Stephen Boileau

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Super 78, Los Angeles, CA— *Technical Artist and Developer*

December 2021 - Present

Specialized in themed entertainment, delivering immersive interactive experiences by integrating cutting-edge software and hardware.

- Developed engaging applications using Unity3D (C#) and Unreal Engine (C++), including advanced integration of Unreal's Metahuman feature set.
- Contributed to cross-platform development for Oculus and Meta Quest, ensuring seamless user experiences across VR systems.
- Collaborated closely with creative teams to bridge the gap between artistic vision and technical implementation.
- Advanced production pipelines with tools created in Python, enhancing automation and efficiency.
- Rigged and animated assets in Maya, optimizing performance for real-time environments.
- Set up and managed source control systems (Perforce, Git and Plastic) while maintaining and improving legacy projects to support ongoing innovation.

Embodied Inc, Pasadena, CA— *Technical Artist*

June 2018 - December 2021

- Prepared and processed **character rigging and animation** assets, ensuring seamless integration into robotic systems.
- Developed custom **Python tools** to automate workflows, improving efficiency and consistency across production pipelines.
- Collaborated closely with cross-disciplinary teams to align technical solutions with the creative and functional goals of the project.
- Played a key role in maintaining high-quality production standards for assets and tools, supporting the successful delivery of Moxie's engaging user experience.

DeepBlue Worlds, Los Angeles CA— *Junior Technical Artist*

February 2014 - June 2018

Worked on various projects. Often coding in Unity C# and rigging in Maya. One product was called Dino on my Desk.

Mt. San Antonio Community College, Walnut— *Lab technician / teacher assistant*

August 2013 - December 2016

Assisting professors in class teaching Autodesk Maya. Intro to modeling and intro to gaming. Also worked in the creative lab. Assisting students in various creative softwares such as Maya and the Adobe suite.

Skills

- Autodesk Maya (9 years)
 - Rigging
 - Modeling
 - UV mapping
 - PyMel
 - Export tools
- Python (6 years)
- Unity3D (8 years)
- C# (8 years)
- Git (6 years)
- Plastic (3 years)
- Perforce (1 year)
- Unreal Engine (1 year)
- C++(1 year)