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Kellie Hucker Sr. Technical Artist San Francisco, CA

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SKILLS:

- **Specialties:** Asset Pipelines, Components and Tools, Shaders and Particle Systems, Optimization and Best Practices, Technical Documentation, Mentoring and IC Leadership
- **Engines:** Unity, Cocos Creator/Cocos2d, *Learning Unreal*
- **Languages:** C#, CG/HLSL, JavaScript, PHP, XML, Python, JSON, CSS, MEL, HTML
- **Repositories and Source Control:** Git, Mercurial, Perforce, Box, SourceTree, Tower, Git Desktop
- **Digital Content Creation:** Photoshop, Spine, After Effects, Maya
- **App Build and Testing Tools:** Xcode, Android Studio, BrowserStack, Team City, Jenkins
- **Production Tools:** Confluence, Google Workspace, Microsoft Suite, Jira, Trello, Figma, Zeplin, Miro
- **LLMs & Generative AI:** ChatGPT, Claude, Gemini, MidJourney and Google Flow

EXPERIENCE:

Ainsworth Gaming Technology: San Francisco, CA *(Remote)* ***August 2025 – January 2026***

Sr. Technical Artist: Sierra Studio - Projects Unannounced

- Built real-time Unity animation systems to replace Bink and After Effects pipelines, reducing iteration time by 45%
- Authored HLSL flipbook shaders to drive sprite animation and VFX, cutting variant creation by 30%
- Reduced animation clip reliance with reusable shader components and asset scripts, cutting setup and maintenance time by 20%
- Used C# to build asset presets, detection tools, and utilities, reducing build size and boosting performance
- Built animation setups for sprite translation and real-time VFX, streamlining integration and reducing rework
- Used sprite nine-slice and atlas techniques to reduce rebuild and resize requests by 35%
- Exported and integrated PSD assets into Unity, updating scenes and prefabs
- Resolved asset-related bottlenecks with engineers, improving pipeline efficiency and iteration speed
- Authored technical documentation on pipelines, best practices, and code architecture

PeopleFun: San Francisco, CA *(Remote)* ***August 2023 – April 2025***

Lead Technical Artist: Casual, Classics & Wordscapes

- Optimized assets to improve performance by up to 30%, reducing build size, draw calls, and texture memory
- Replaced GPU-heavy animations with shaders, particles, and scripts, improving efficiency by 25%
- Authored C# validation, automation, and component scripts to streamline asset performance workflows and in-game functionality
- Collaborated with artists and engineers to define prefab structures supporting creative and technical requirements
- Integrated and connected audio assets to script components, animation events, and gameplay code
- Implemented and integrated seasonal LiveOps content into config files, improving user engagement by 25%
- Configured and executed mobile test builds to validate content and ensure cross-platform stability
- Reviewed PRs to enforce content quality and functionality standards
- Led weekly technical syncs to demo workflows, align priorities, and drive knowledge sharing and collaboration
- Mentored technical artists to build skills, enhance workflows, and increase team efficiency
- Built a technical wiki for onboarding, workflows, tooling guides, and tutorials

Big Fish Games/Product Madness: Oakland &, CA *(Hybrid)* ***August 2015 – July 2023***

Technical Artist Manager: Self Aware Games Studio *January 2019 – July 2023*

- Led a global team of 10 technical artists, fostering communication, collaboration, and professional growth
- Reviewed and delegated technical tasks, improving productivity by up to 30% through strategic workload allocation

- Built a centralized technical wiki with workflow walkthroughs, tooling guides, tutorials, and onboarding resources
- Partnered with leadership to secure dedicated time for technical artists to focus on career development
- Participated in management training and supported new art managers on leadership best practices
- Redefined technical artist level frameworks, establishing seven defined tiers with aligned expectations
- Managed staffing logistics including headcount proposals, promotions, onboarding, and tool and hardware access
- Led technical artist hiring, partnering with recruiters on scheduling, interviews, candidate evaluation, and compensation
- Collaborated with recruiters to improve the hiring process, ensuring better candidate selection and experience

Lead Technical Artist: Big Fish Casino Franchise *August 2015 – July 2023*

- Built scenes and prefabs, connected components and configs, and created keyframe animations for integration
- Built baseline functionality in JS and PHP, reducing development time and freeing engineers for new mechanics
- Established technical art pipelines and workflows, defining best practices and improving delivery by 30%
- Created layout, prefab, and animation templates, reducing content setup time by 20%
- Authored content automation scripts in JSFL and Python to reduce repetitive workflow time by 25%
- Used JS to build custom animation script components supporting LiveOps events, new features, and prototypes
- Improved content management and layout workflows with tools engineers, reducing task time and asset errors by 40%

VFX Technical Artist: Paradise Fortunes Casino & Gambit *January 2017 – July 2023*

- Created shader VFX using CG/HLSL, Shader Forge, and Shader Graph
- Replaced Spine VFX with particle systems, reducing draw calls and texture memory and improving GPU performance by 40%
- Built 100+ complex VFX sequences using Unity animations, particles, and DCC assets
- Used C# to author asset components for rapid prototypes
- Collaborated with engineers to develop an internal sequencing tool, accelerating iteration speed by 30%

Zynga: San Francisco, CA *(Hybrid)* ***January 2009 – May 2015***

Senior Technical Artist: Poker Franchise *May 2014 – May 2015*

- Co-authored a dynamic 3D character creator and 2D logo generator in C#
- Used Unity sprite atlas workflows to reduce draw calls and improve build size
- Built 3D low-poly character prototypes, including modular clothing and accessories for in-game use
- Rigged 3D human characters using Maya for animation and gameplay implementation

Senior Technical Artist: Farmville *January 2011 – May 2014*

- Integrated and validated 4000+ Flash assets, ensuring visual consistency and technical compliance
- Partnered with engineers in building content manager system tools, reducing asset submission errors by 50%
- Collaborated on scalable content management workflows that accelerated asset integration speed by 40%
- Acted as liaison between production and art teams throughout asset development to ensure alignment and timely delivery
- Trained technical artists across workflows, helping scale project output and improve pipeline efficiency by 25%

Earlier professional experience available upon request

EDUCATION:

- The Art Institute of California – San Francisco: B.S. Media Arts & Animation *December 2007*
- Udemy: Unity, Unreal, Maya Tech Art Certifications UI, VFX, Editor Tools, Optimization *2019 – 2025*
- U.S. Army – 787th Military Police Brigade: Basic & Advanced Individual Training *March 1999*