Balraj Singh Virdee

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Languages	Technologies	Skills
C++	Maya	Maya Python API tools creation
Python	Unreal Engine 4	Software development in C++
C#	Visual Studio	Asset pipeline management
Java	Substance Painter	Cross-discipline communication
	Qt UI Designer	

Experience:

Associate Technical Artist – Electronic Arts — April 2023 – September 2024

- Tasked in the development of FC Ignite titles, including FC Mobile and FC Online.
- Designed and developed the "Rapidly Adjust Vertices" Maya tool with Python. This tool was made to fix clipping issues with character haircaps. The tool uses ray casting to detect problem vertices, then adjusts their positions until they are no longer clipping. The tool fixes the clipping issues within 20 seconds, and allows for anyone on the team to solve the problem, greatly reducing artists' workload.
- Designed and developed the "Broadcaster Animation Loader," a Maya tool made with Python. This tool allows users to quickly load and swap animations, greatly improving the workflow of finding and fixing animation related bugs.
- Oversaw kits production, ensuring thousands of kits were delivered correctly to each title, and created scripts using C# to automate the kit delivery pipeline.
- Created a backend system for automating Jira ticket updates using Jira's REST API.

3D Art Teaching Assistant – Simon Fraser University — June 2022 – April 2023

- Tasked as a Teaching Assistant for IAT 343 (Animation) at Simon Fraser University, teaching students various aspects of 3D art including modeling, texturing, rendering, rigging, and animation within Maya.

Technical Animator Co-op – EA Motive — September 2021 – December 2021

- Tasked in the development of the Dead Space Remake.
- Designed and developed a Maya tool using Python for the animation team to automate the process of transferring prop animations, which reduced the entire process to just a few clicks.
- Implemented the animation blend tree and state machine for the "Wheezer" character within the Frostbite game engine, ensuring the character reacted accordingly to the player's gameplay actions.

Software Engineer Co-op – Gasket Games — September 2020 – August 2021

- Tasked in the development of Warhammer Age of Sigmar: Storm Ground.
- Using Unreal Engine and C++, implemented new gameplay, AI, UI, and technical features within a large code base, as requested by the design team and management.
- Took ownership over the game's settings menu, becoming the main developer on its implementation.
- Created the "loot card pickup" feature. Made in collaboration with the design, art, and animation teams, this feature was integral to the game's feedback loop.

Education:

Simon Fraser University — September 2016 – December 2022

- Completed a Bachelor of Science in Software Systems in December 2022.