

Ali Mayyasi

Lead Technical Artist

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OBJECTIVES

- To refine pipelines and empower content developers to create the best possible content
- To lead others in overcoming production challenges

QUALIFICATIONS

- Pipeline, workflow and tool design
- XboxOne/Xbox360/PIX, PS3/PS4/GPAD, PC/RenderDoc
- Shaders, FX, Optimization, Destruction, Rigging, Animation
- Unreal Engine, Softimage, 3ds Max, Photoshop, PhysXLab, Perforce, Confluence
- Familiar with: MAXScript, JavaScript, HLSL, C++, C#, Python, XML

EXPERIENCE

Bungie Inc, Bellevue, WA

Jan 13 – Present

Staff Technical Artist

Destiny: The Taken King (Xbox360, PS3, XboxOne, PS4)

Destiny (Xbox360, PS3, XboxOne, PS4)

- Management Responsibilities:
 - Managing a team of technical artists supporting the FX, Spectacle and Cinematics teams
 - Owning feedback items and feature requests; triaging with team leads
 - Designing new tools and pipelines; rolling out new tools to the content teams
- Developer Responsibilities:
 - Implementing incremental improvements to engine/tools/shader code
 - Responsible for teams' performance/memory stability across 4 consoles
 - Working closely with graphics, gameplay, engine and tools engineers to improve workflow, features and tools
 - Prototyping content showcasing new graphics and engine features
 - Documenting workflows and educating teams on best practices
 - In charge of hooking up all player, vehicle, weapon and AI world interactions (FX, decals, wind)

TimeGate Studios, Sugar Land, TX

May 08 – Present

Lead Technical Artist

Minimum (PC)

Aliens: Colonial Marines (Xbox360, PS3, PC)

Section 8: Prejudice (Xbox360, PS3, PC)

Section 8 (Xbox360, PS3, PC)

- Lead Responsibilities:
 - Managing the day to day tasks of the TA department
 - Meeting with department leads to schedule and prioritize tasks
 - Overseeing content stability and performance on all platforms
 - Defining asset pipelines (gameplay VFX, character customization, destructible assets...)
 - Refining the level pipeline (stages, sub-level organization, optimization, stability...)
 - Reviewing gameplay and engine feature designs
 - Spearheading tool and feature requests for the content developers
 - Establishing and enforcing content naming and organization rules
 - Designing and maintaining content validation rules
 - Interfacing and coordinating with external parties (partners, third-party developers...)
 - Documenting and deploying new policies
- Developer Responsibilities:
 - Shaders: ownership over all shaders and postprocessing
 - VFX: feature and tool design; prototyping new systems (hookup and content), support
 - Memory and Performance: budgeting, profiling and optimizing for PS3, Xbox360 and PC
 - Animation: scripted event setup and hookup, ragdolls, support
 - Research: evaluating new engine technology, training content developers
 - General support: lighting, troubleshooting, bug investigation and delegation

The Jim Henson Company, Hollywood, CA

Jan 06 – Dec 06

Pipeline Programmer/Database Administrator

Nightmares and Dreamscapes: Battleground

The Skrumps

- Helped develop the digital puppeteering pipeline: MoCap, Editorial and Production tools
- Co-designed and implemented a “Task and Asset Management” web application
- Developed a FinalCut Pro tool that:
 - Parsed exported XMLs
 - Auto-generated post-production cleanup tasks referencing the latest cut’s frame ranges
 - Generated import-ready XMLs referencing the latest renders of the original edit

American University of Beirut, Beirut, Lebanon

Jun 03 – Jun 05

Photoshop Instructor (work-study)

- Developed and presented Photoshop workshops for university faculty and staff

EDUCATION

Vancouver Film School, Vancouver, BC, Canada

Jan 07 – Jan 08

- Diploma in 3D Animation and Visual Effects; Honors; Class Representative

American University of Beirut, Beirut, Lebanon

Sept 02 – Jun 05

- Bachelors of Science in Computer Science; Graphics emphasis; Dean’s Honor

ADDITIONAL INFORMATION

- Gave several student workshops at University of Washington and the Seattle Arts Institute (2015)
- Consulted 3D film students at the University of Washington for several terms (2015)
- References available upon request
- Interests: neuroscience, biology and travel