

Colleen Little

Technical Artist

colleenrlittle@gmail.com | coreliddle.com

Education

Michigan State University, East Lansing, MI May 2020
B.S. in Computer Science | Game Design and Development Minor GPA 3.98/4.0
Honors College, Dean's List all semesters

Rigging Dojo, Character Rigging 101 July 2020 – Ongoing

Experience

3D/2D Generalist + Technical Artist May 2017 – May 2020

MSU Games for Entertainment and Learning Lab – East Lansing, MI

- Developed educational video games in Unity for VR, mobile, and web in a variety of genres including puzzle, strategy and racing games
- Contributed to 5 shipped titles and 2 currently still in development
- Supported the technical needs of the art team and interfaced with programmers to achieve the desired aesthetic for each project without compromising performance
- Adapted to a wide range of roles based on the needs of each project, from concept design and general art production to lighting and shaders, UI, rigging and tools programming
- Managed optimizations for projects in the late stages of development
- Instructed visiting middle and high schoolers at media summer camps, introducing them to topics in game development and 3D art
- Exhibited work at The Woz at the 2017 Traverse City Film Festival

Teaching Assistant January 2017 – May 2020

MSU Department of Media and Information – East Lansing, MI

- Assisted with instruction of undergraduate level 3D art classes: 3D Graphics and Design, Advanced 3D Computer Animation, and Advanced 3D Modeling
- Aided students in educational labs, graded student projects, and developed instructional materials

3D VFX Artist September - November 2016

MSU Department of Theatre – East Lansing, MI

- Simulated fluid and particle effects in Maya and Bifrost for projection onstage in a live play
 - Worked iteratively following storyboards, timing requirements, and client feedback while balancing heavy technical restrictions and time constraints
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Extracurricular Experience

MSU Kendo Club, Secretary May 2017 – May 2019

- Trained new members in the martial art of Japanese fencing and competed in local and regional tournaments

Spartasoft Member (Game Dev Club at MSU) September 2015 – May 2020

- Participated in 5 local and Global Game Jams
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Skills

Art: Maya, Substance Painter, ZBrush, Blender, Photoshop, Illustrator, Toon Boom Harmony

Tech: Unity, Shader Graph, C++, C#, Python, Direct3D 12, OpenGL

Hobbies: Kendo, clay animation, sewing and patternmaking, piano