

# Shem Nguyen

## Rapid Prototyper/Technical Artist/Tools Programmer

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### Relevant Work Experience

#### **Breachgate LLC | Owner/Technical & Creative Director    July 2016 to Present**

- With one other full-time founder, started a Virtual Reality development company that released an online, competitive multiplayer game into Steam Early access in under seven months (<http://store.steampowered.com/app/515700/>)
- Assumed responsibility of entire studio art pipeline, managing a team of contractor artists that included modelers, riggers, FX artists, animators, foley artists, and musicians, and developed scripts across all art disciplines to streamline the process
- Assisted in networked gameplay programming, specifically networked throwing aim-assist, character customization, enemy AI, VR locomotion, and a variety of other features

#### **ILMxLAB | Generalist Artist**

**Sept. 2015 to May 2016**

- In small teams, worked with visual effects supervisors to develop prototypes for VR/AR experiences to top-tier directors, usually under tight deadlines, ultimately assuming responsibility for all aspects of the art pipeline related to the development of the prototype
- In coordination with one other developer, integrated a Python interpreter with PySide support into the Unreal Engine culminating in a direct Maya to Unreal pipeline that allowed artists to work within Maya and have changes load directly into the Unreal Engine
- Collaborated with Magic Leap to develop a variety of content using their prototype hardware. WIRED featured the work here: (<http://www.wired.com/2016/06/magic-leap-lucasfilm/>)

#### **ILM | Technical Assistant/Production Engineer**

**Sept. 2012 to Sept. 2015**

- Developed, documented, and maintained the pipeline of a primarily 3ds Max/Windows department within a larger Linux based facility
- Implemented Saltstack as a means to stabilize, monitor, and establish a baseline configuration across all department machines
- Developed a web-based plugin/application inventory system that tracked software and license usage in relation to headcount and exposed an API for render nodes to load appropriate software at render time

### Technical Skills

Programming Languages (working proficiency): Python, Javascript, C#

Programming Languages (limited proficiency): C/C++, Java, Ruby, WebGL, OpenGL

Art Software: Maya, 3DS Max, Modo, Blender (Python API), Photoshop, Illustrator, Premiere, Aftereffects

Game Engines: Unity, Unreal Engine

Web Frameworks: nodejs, flask, django, threejs, nginx, aws-cli and boto3 (limited proficiency)

Devops and Rendering: Saltstack (limited proficiency), Thinkbox Deadline

### Education

#### **University of New Mexico**

- B.S. Applied Mathematics, received 2011, Magna Cum Laude
- Minor in Computer Science, received 2011