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OBJECTIVE

Senior technical artist with years of console and MMO experience looking for next technical challenge.

WORK EXPERIENCE

Senior Technical Artist at CCP North America, Atlanta, GA

Aug 2013 – present

World of Darkness MMO

Created and maintained a distributed build farm using Jenkins to support both batch asset rebuilding and world population processes.

Maintained and created tools for content export pipeline, world population pipeline, and spatial design tools for city blocks.

Identified major production needs (including performance and memory control and reporting tools). Built framework for memory reporting tool.

Technical Artist at Visceral Games, Electronic Arts, Redwood Shores, CA

Aug 2009 – July 2013

Canceled Titles (Wii, PC) preproduction

Only TA on several preproduction teams. Developed pipelines (converting HD assets to the Wii, environment pipeline for Frostbite, lighting pipelines). Supported level designers and artists.

Deadspace 2, production through final

Key outsourcing liaison with Shanghai -- on site consultation, training, documentation. Established asset tracking flow, acted as technical and performance gate for incoming assets. Improved collision pipeline.

Deadspace 3, preproduction through final

Mentored and trained Shanghai team. Evaluated CMS options, selected Shotgun, and set up asset tracking workflow for the team. Sent to Montreal to train remote team on Shotgun. Designed and implemented inter-ship FMV sequences (key "epic moments" in the game).

Unannounced Gen 4 Title (Frostbite engine) - preproduction

Leading destruction, pipeline, and outsourcing efforts

Associate Technical Artist at EA Redwood Shores

Feb 2007 - Jul 2009

Titles: The Godfather 2, Unannounced canceled title

Features included the city view, mini-map, water shaders, vehicle previewing system, and character clothing system. Tools (Mel, JavaScript, and C#) included a road profile editor, UV unwrapping for interiors, a metamodel generator, and Photoshop file management tools. Acted as technical contact for offsite teams.

Technical Artist Intern at EA Redwood Shores

Summer 2006

Developed Maya tools with melscript for The Simpsons Game, including material-based collision tagging.

Teacher's Assistant for Introductory Programming (University of Pennsylvania)

May 2003 – Dec 2006

Led weekly labs and office hours. Created and reviewed problems in Java for student assignments/exams.

IT for Southern California Earthquake Center (Los Angeles, CA)

Summer 2005

Planned and developed an earthquake visualization and monitoring system utilizing Java3D

EDUCATION

University of Pennsylvania, Philadelphia, PA

December 2006

Bachelor of Science in Engineering in Digital Media Design

Bachelor of Arts in Psychology