

# JONATHAN BISHOP

## TECHNICAL ARTIST

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## SUMMARY

- Almost 12 years of experience and 18 shipped titles across 12 different consoles and PC
- Extensive background in pipeline and performance troubleshooting for all major platforms
- Responsible for the majority of the lighting and shader work at each studio
- Created, managed, and reviewed assets for both physically based and stylized renderers
- Received VCS Core Values award by management at Vicious Cycle Software

## EXPERIENCE

### Boss Key Productions

*January 2016 – Present*

#### TECHNICAL ARTIST

- Established lighting pipeline and lit all environments
- Created shaders for environments, characters, and weapons including customization skins
- Used Blueprint scripting to create game play triggered shader and lighting effects
- Optimized performance for both arena and open world style games
- 2 shipped titles

### Vicious Cycle Software

*June 2006 – December 2015*

#### SENIOR TECHNICAL ARTIST

- Created and maintained character and environment shaders
- Implemented lighting using real-time and baked solutions for multiple platforms
- Worked with programmers to improve the renderer and game engine including transitioning the studio to a physically-based rendering system
- Established guidelines and reviewed art created at the studio and by outsource artists
- Diagnosed performance issues, documented changes needed, and optimized assets
- Modeled and textured character and environment assets
- Worked with another technical artist and programmers to develop tools for artists
- 16 Shipped titles

## EDUCATION

### Savannah College of Art and Design

*September 2002 - March 2006*

Bachelor of Fine Arts: Visual Effects

Bachelor of Fine Arts: Animation

### University of Alabama at Birmingham

*August 1997 - April 1999*