

David Baptiste

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Skills

Engines:

Unity3D
Unreal Engine

Tools:

3DS Max
Maya
3D-Coat
ZBrush
Houdini
Substance
Arnold
Photoshop
AWS
Git

Languages:

Java
C#
C++
Python
MAXScript
HLSL
Powershell

Experience

Historical Movement Archive

Jun 2019 - To Date

Technical Director/ Technical Artist

- Created web-based 3D model viewer using the Unity game engine, utilizing a token system with cloud-based storage
- Created various humanoid character rigs for use with motion captured animations in 3DS Max
- Developed various tools using MaxScript to streamline the cleanup of motion captured animations, eliminating hours of tedious work for artists
- Collaborated with artists and programmers to ensure compatibility with previously established company standards
- Troubleshoot and triaged problems for employees to ensure completion of required tasks in a timely manner
- With foresight, and in anticipation of the COVID-19 pandemic closures, migrated office of 17 employees to a AWS-based infrastructure, including user accounts and permissions, to prevent a loss of company productivity
- Managed and organized local and cloud-storage databases with created scripts
- Constructed workflow pipelines to more efficiently process mocap animations

Warbotics

Apr 2019 – May 2020

Team Member

- Created concept art for the customizable player characters
- Modeled, rigged, and skinned character models for animation
- Worked on various game design elements, such as weapons and damage
- Created shaders and materials for characters

A cyberpunk inspired local multiplayer top-down shooter game created and developed with a team of five in the Unity game engine for a student project

George Mason Skywaves

Aug 2019 – Dec 2019

Programming Director/ Build Manager

- As Build Manager, managed version control, implementation of assets from various members and resolved merge conflicts
- As Programming Director, oversaw other programmers and directed the direction of the game's code backend.
- Developed throwing disk logic, character select, and character special moves

A student game project based on the Windjammers arcade game, developed in the Unity game engine with a team of 30

Education

George Mason University / Bachelor of Art in Computer Game Design

Major: Computer Game Design | **Minor:** Computer Science

Major GPA: 3.74 / 4.00 | **Cumulative GPA:** 3.58 / 4.00

Honors: Tencent Games Honor Merit Scholarship (2018, 2019), VSGI Mobile Game Competition Winner (2019)