

# SYLVIA KOSOWSKI

*Technical Artist*

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## SUMMARY

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Technical artist with a background in computer science and art. Currently building cinematics pipeline for CG Development team at Riot Games. Interested in creating tools to facilitate the creation of unique visual styles. Enjoys telling stories through games, animations, and comics.

## WORK EXPERIENCE

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### RIOT GAMES

January 2016 - Current

#### *Associate Technical Artist*

- Building core cinematics pipeline for CG Development team
- Programming quality of life tools in Python to improve workflows across all department disciplines
- Building and maintaining publish/import tools which manage the flow of data between departments
- Designing wrapper for Shotgun API to automate production management
- Closely working with artists to identify and solve problems in their work environments

### TEACHLEY, LLC

May 2015 – August 2015

#### *Game Development Intern*

- Developed iPad games using Unity/C# for educational games startup
- Programmed gameplay features including game logic, player controls, level systems, automatic difficulty adjusting based on player performance, and behaviors of in-game entities

### AUTODESK, INC

June 2014 – August 2014

#### *Interactive Social Storytelling Intern*

- Created an electronic interactive exhibit for Autodesk Gallery visitors
- Used Twitter API to collect and parse Tweet commands to drive light-animation patterns on LED cube
- Designed and programmed developer-facing API for controlling cube's behavior

### DIGITAL PAINTING ANIMATION TOOL

Spring 2016

#### *Personal Project*

- Programmed animation tool in C# which uses image analogy techniques to generate painterly 2D animation
- Complex frames which could take hours to manually paint can be generated quickly using the tool
- *Won Award for Artistic Excellence* at Carnegie Mellon's undergraduate research symposium, Meeting of the Minds

## TECHNICAL SKILLS

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### PROGRAMMING LANGUAGES

- Python
- C
- C++
- C#
- MEL
- Java
- SML
- MATLAB

### SOFTWARE/TOOLS

- Maya
- Unity
- Wing IDE
- Photoshop
- Premiere
- After Effects
- Visual Studio

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

August 2012 – May 2016

#### *Bachelor of Computer Science and Art*

- Cumulative GPA: 3.37