

SYLVIA KOSOWSKI

Technical Artist

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SUMMARY

Technical artist working in the Creative Development department 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

RIOT GAMES

January 2016 - Current

Technical Artist

- Building core pipeline for animation team to improve workflow across all artist departments
- Programming and maintaining publish/import tools which manage the flow of data between departments
- Experience writing quality of life tools using Maya, Nuke, RV, and Shotgun APIs
- Built a corrective shapes system to manage data transfer between animation, modeling, and rigging departments
- Built a validation system to ensure data and process is being kept clean across all departments
- 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

- 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

PROGRAMMING LANGUAGES

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

SOFTWARE/TOOLS

- Maya
- Unity
- Wing IDE
- Photoshop
- Premiere
- Nuke
- Shotgun/RV
- Visual Studio

EDUCATION

CARNEGIE MELLON UNIVERSITY

August 2012 – May 2016

Bachelor of Computer Science and Art

- Cumulative GPA: 3.37