

Austin Crane

Principal Technical Artist specializing in shaders, custom render pipelines, 3D engines, and production art pipelines.

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EXPERIENCE

Principal Technical Artist

AUG 2024 - Present

Series AI - Remote

- Created and maintained a 3D WebGL/WebGPU game engine from scratch that is being used by many games on the platform.
- Created a custom SRP in Unity for two unannounced mobile games.
- Created StowKit, a compression library and file packer for our proprietary game engine.

Principal Technical Artist

FEB 2022 - AUG 2024

Hit Factor - San Diego, CA

- In charge of the 3D pipeline, shader development in HLSL, and complex graphical systems in Unity.
- Created and maintained a custom SRP for Halls of Greed.

Senior Hard Surface Artist

JUL 2020 - FEB 2022

Striking Distance - San Ramon, CA

- Created weapons and vehicles for The Callisto Protocol.

Senior Technical Artist

SEP 2019 - AUG 2020

i3 - Huntsville, AL

- Maintained the 3D pipeline, created shaders in HLSL/CG, and created tools and automations in Unity and Unreal.

Hard Surface Artist

APR 2017 - SEP 2019

Ryzin Art - Los Angeles, CA

- Work-for-hire hard surface art at various Activision studios and projects.

SHIPPED TITLES

Principal Technical Artist

- Echoes of Empire (2024)
- Halls of Greed (TBD)
- Run.Game (2026)

Senior Hard Surface Artist

- The Callisto Protocol (2022)

Hard Surface Artist

- Spider-Man: Miles Morales (2020)
- Modern Warfare (2019)
- Rage 2 (2019)
- Call of Duty: Black Ops 4 (2018)
- Spider-Man (2018)
- Blood & Truth (2018)
- Call of Duty: Infinite Warfare DLC (2016)
- Call of Duty: Modern Warfare Remastered DLC (2016)
- Call of Duty: Black Ops 3 DLC (2015)

TECHNICAL ART

RENDERING

HLSL, GLSL, Slang, Custom SRP, Complex Graphical Systems

ENGINES

Unity, Unreal, Proprietary Engines

PIPELINE

3D pipelines, tools, automations, production workflows

ART

Hard surface art, weapons, vehicles, shipped AAA production

EDUCATION

Game Art Bachelor's

Full Sail University