RICHARD BOTTOMS

UNREAL DEVELOPER

https://www.linkedin.com/in/richardbottoms/

rbottoms@gmail.com

Key Skills

Tools

Maya, Substance, Quixel, ZBrush, Nuke, Photoshop, Illustrator, Jira

Game Engines & Dev

Unreal Engine 5, Control Rig, Skeletal Editor, Motion Design, MetaHuman, C++, Blueprints, Verse, Narrative Design, Rigging, Compositing, UMG UI/UX, MEL, Python

Work

Project: Virtual Harlem 2.0

Employer: Center for Digital Humanities, The University of Arizona

Dates: Jan 2024 – Present

Description: Unreal Developer

- Develop GDD, game mechanics, level design, UMG (Unreal Motion Graphics), UI
- Engineer code in Unreal Engine 5 with C++, Blueprints, Python Scripting
- Character development using Control Rig, Skeletal Editor, and MetaHuman

Project: Untitled Simeon Daise Pilot

Employer: Simeon Daise

Dates: Mar 2024

Description: Nuke Compositor, Associate Producer

- Manage location shoot
- Develop Nuke portal effect
- Develop Maya VFX animation

Project: SpiritMech

Employer: Original Genius Games & Zygobot Studios

Dates: Jan 2023 – Dec 2023

Description: Project Manager & Lead Unreal Developer

- Develop GDD, game mechanics, and level design
- Engineered three levels using Unreal Blueprints, UMG (Unreal Motion Graphics), UI
- Composed three unique level songs & incidental music

Project: Tricky Treats

Employer: Zygobot Studios

Dates: Oct 2023

Description: Unreal Developer

- Unreal Blueprints coding
- Implemented environmental sounds and effects, composed three unique level songs

Educational Details

B.S. Film Production Studies, Coastal Carolina University, S.C. (Currently attending)

M.S. Game Design (Dec 2023) Full Sail University - 3.73 GPA

B.S, Computer Animation (Dec 2022) Full Sail University - 3.04 GPA

MILITARY SERVICE DETAILS

Staff Sergeant United States Army, Battalion NCO of the Year

U.S. Army BNOC, Valedictorian, Fort Gordon, GA

U.S. Army TACSAT Program, Ft. Monmouth, NJ