



**IAN
RICH**

**EDUCATOR &
TECHNICAL ARTIST**

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SKILLS

TECHNICAL RESEARCH &
DOCUMENTATION

BROAD KNOWLEDGE OF
GAME ART PIPELINE & DCC
TOOLS

VERSION CONTROL

PROGRAMMING INTERESTS:
TOOLS/PIPELINE
GRAPHICS

Languages	<i>Relative Emphasis</i>
C++ / C#	**
JS / TS	***
Python	**
GLSL	*
HTML / CSS	*

Game Engines / Frameworks	
UE4	***
Unity	*
Various WebGL	**
Canvas/JS	***

Tools	
Maya	***
Git	***
Visual Studio	**
Adobe Suite	***

INTENT

To work as a force-multiplier for interactive entertainment developers

EXPERIENCE

ACADEMY OF INTERACTIVE ENTERTAINMENT

Programming & Computer Graphics Instructor - Skills Center *June 2016 - Present*

- Curriculum design and instruction for high school game production and animation courses

Game Art Teaching Assistant *October 2015 - June 2016*

- Lessons, tech support, and art critique
- Pipeline, rigging, and Unity Engine

Game Programming Teaching Assistant *April 2015 - June 2015*

- Instruction and hands-on support for students
- Version control and collaboration lectures

Programming Instructor - Skills Center *October 2014 - April 2015*

- Programming instruction to high school students enrolled in the Animation & Game Programming course

VEXTAR

Technical Artist & Audio Designer *June 2015 - Present*

Vextar is a fast-paced, multi-player action game made in Unreal Engine 4

- Visual Effects
- Sound Design/Audio Implementation

COPIOUS LOVE PRODUCTIONS

Intern Technical Lead, "Codename: Kansas, Witch Hunter!" *July - November 2015*

Live theater production with digitally projected sets and special effects.

- Hardware + software spec. for a Unity-based live projection application
- Version control and content pipeline setup and management
- Management of programmers
- Live performance build-out and operations support

EDUCATION

ACADEMY OF INTERACTIVE ENTERTAINMENT

Advanced Diploma of Professional Game Development:

Specializing in Game Programming, Computer Programming *2013 - 2015*

Award: Salutatorian

UNIVERSITY OF NORTHERN IOWA

B.A., Studio Art, Emphasis: Graphic Design *2004 - 2009*

Activities and Societies: UNI Printmaking Society, UNI Honors Society

Award: UNI Provost Scholarship