# BT Ward

**Software Engineer & Technical Artist**

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Alleviating the obstacles inhibiting game developers' creative potential using bespoke software and a collaborative, social approach. Educated in software engineering with experience in Python, C++, Qt UI, DCC software, and technical communication.

## Experience

**Advisor**                                                                   **September 2024 – Present**
*Warby Parker*                                                                      Skokie, Illinois

**Software Engineer – Tools & Pipeline**                          **January 2022 – January 2023**
*Electronic Arts (EA Create Animation)*                          Orlando, Florida (Remote)
Titles: *EA SPORTS PGA TOUR* (2023)*, Dragon Age: The Veilguard* (2024)
  • Collaborated with animators and producers in order to ameliorate technological barriers
  • Prototyped a Python script for Maya visibility shortcuts, saving 5 clicks on every launch
  • Automated Python Maya animation export scripts, alleviating 9 person-days of manual work
  • Maintained an in-house Maya Python animation picker tool for non-humanoid rigs based on accessibility and UX feedback from animators in weekly meetings

**Independent Tools Engineer**                                          **March 2020 – Present**
  • Introduced new skinning troubleshooting techniques through a Blender Python add-on which allows users to capture and iterate on problematic poses from live engine data
  • Eliminated 2 intermediary tools and improved import pipeline efficiency 50% by bundling material binary data I/O into a Blender Python add-on and node-based shader
  • Automated skin mirroring workflow via MAXScript, speeding up time-to-iterate by 2 minutes

**Pipeline Engineering Intern**                                        **June 2019 – September 2019**
*RWTH Aachen*                                                                        Aachen, Germany
  • Implemented Pyside UI in ROS for initiating and evaluating data recording
  • Participated in an international workspace with a diversity of languages and cultures

## Skills

| Programming Languages: | Development Concepts: | Key Software: |
|---|---|---|
| • Python | • 3D Games Pipelines | • 3D DCC (Maya, 3ds) |
| • C++ | • Tools & Workflow | • Qt UI |
| • C# | • Problem Solving | • Version Control (P4, Git) |
| • JavaScript | • Communication | • Frostbite, Unity |
| • MEL | • Large Codebases | • Adobe CC, Substance |

## Education

**Bachelor's of Science in Computer Science**                                   **June 2021**
*Northwestern University, McCormick School of Engineering and Applied Science*

**Media Arts & Game Design Certificate**                                        **June 2021**
*Northwestern University, School of Communication*