

FARIS ELRAYES

GAME PROGRAMMER / TECHNICAL ARTIST

FARISELRAYES.COM

EXPERIENCE

TECHNICAL ART INTERN (2023, REMOTE)

ALTA VR

- Conducted RnD on optimizing pipelines
- Built tools with Unity and Houdini
- Provided documentation on confluence

LEAD TECHNICAL TA (2022, PITTSBURGH)

BUILDING VIRTUAL WORLDS, CMU

- Coordinated a team of 11 TAs
- Provided instruction, technical support and established development workflows for a cohort of 70 graduate students in Unity C#
- Supported a variety of platforms including VR, AR, CAVE, Eye Trackers and motion chairs

3D ART TA (2022, PITTSBURGH)

NATIONAL HIGH SCHOOL GAME ACADEMY, CMU

- Organized and taught classes on 3D modelling in Maya, UV Unwrapping and Unity Effects / Pipeline
- Provided personal support for both art and programming

IT SPECIALIST / WEB DEVELOPER (2022, MELBOURNE)

ASIA INSTITUTE, ARABIC DEPARTMENT, UNIVERSITY OF MELBOURNE 2022

- Developed web resources in React and JavaScript
- Provided general IT problem-solving support

PROJECTS

PROJECT ECOTOPIA (2022) – IEEE GAME SIG 2ND PLACE WINNER

GAME PROGRAMMER / DESIGNER

- Built core event system, animation system, UI, controls/mechanics and puzzles in Unity C#
- Iterated game design through frequent prototyping and playtesting

INNER MATTER (2022)

GAME PROGRAMMER / TECHNICAL ARTIST

- Built core event system, hand-tracking interaction/gesture system and dialogue system in Unity C#
- Created effects using ShaderGraph, Substance Painter and Houdini

GREGOT CLIMB (2022)

SOLO ANIMATION PROJECT

- Sculpted a character in ZBrush, painted it in Substance Painter, rigged, animated and rendered it in Maya
- Generated a colorful alien environment procedurally with Houdini

INTERTWINED (2021)

GAME PROGRAMMER / TECHNICAL ARTIST

- Built several effects using Unity's ShaderGraph, HLSL and VFXGraph

HEXIT (2019)

GAME PROGRAMMER / TECHNICAL ARTIST

- Built several vertex, fragment and geometry shader effects using Unity HLSL
- Coded camera mechanics, player controls, gravity distortion, several tile types and audio-reactive shaders

SUMMARY

I'm a Masters student specializing in Entertainment Technology with a strong foundation in Software Development and HLSL Shader Programming. I also have broad 3D pipeline experience, having worked as a game programmer and technical artist on many projects, as well as developed pipeline tools in Unity.

SKILLS / LANGUAGES

- | | |
|---------------------|--------------|
| • Unity | • C# |
| • ShaderGraph | • C |
| • Blender | • HLSL/CG |
| • Maya | • Java |
| • Substance Painter | • Python |
| • HoudiniFX | • JavaScript |
| | • MEL |

EDUCATION

MASTER OF ENTERTAINMENT
TECHNOLOGY

CARNEGIE MELLON UNIVERSITY
JUNE 2023

BACHELOR OF SCIENCE
(COMPUTING AND SOFTWARE
SYSTEMS)

UNIVERSITY OF MELBOURNE
JUNE 2021

CONTACT

fariselrayes@gmail.com

+1 412 723 7148