Richard "Ricardo" Tucker

Technical Artist | Software Engineer
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EDUCATION

CARNEGIE MELLON UNIV.
Master of Entertainment Technology
Expected May 2019 | Pittsburgh, PA

BS in Computer Science
May 2018 | Pittsburgh, PA
Minor in Animation & Special Effects

LINKS

Portfolio: **http://ricardotucker.com**
Github:// **ricardomantv**
LinkedIn:// **ricardotucker**

COURSEWORK

Building Virtual Worlds
Computer Graphics
Research Topics in Game Development
Character Rigging for Production
Experimental Animation

SKILLS

PROGRAMMING
C • C# • C++
Python
Javascript • JQuery
Go
HTML5 • CSS3
Git • Perforce

MULTIMEDIA PROGRAMS
Unity3D
Unreal Engine 4
Autodesk Maya
Blender
Adobe Premiere CC
Adobe After Effects CC
Adobe Photoshop CC
Adobe Audition CC
Logic Pro X

ORGANIZATION
Agile Development/Scrum
Slack
JIRA
Trello

AWARDS

2018 · CMU Senior Leadership
Recognition

EXPERIENCE

CMU LANGUAGE TECHNOLOGY INSTITUTE | VR Research Assistant
May 2018 - September 2018 | Pittsburgh, PA
- Worked under CMU Professor Rita Singh to create an Oculus Rift demo of her vocal forensics research, an algorithm that can determine a person's physical attributes (age, height, weight, race, etc.) based on analyzing their voice.
- The demo records the user reading a specific passage, has a back-end server analyze the user's voice, then renders a 3D model estimation of the user's face based on the analysis.
- I presented this demo to nearly 2000 participants at the World Economic Forum's Annual Meeting of New Champions in Tianjin, China.

FACEBOOK | Social VR - Software Engineering/Technical Artist Intern
May 2017 - August 2017 | Menlo Park, CA
- One of Facebook's first-ever Social VR interns working on Facebook's Oculus app, Facebook Spaces.
- Redesigned the user interface for the avatar creation process.
- Created Unity3D editor tools for team artists to rapidly make new avatar hair textures in-engine.
- Wrote a script to copy blend shape deformations from avatar head models and apply them to separate hair models.

NTREPID | Passages - Software Development Intern
Summers 2014, 2015, 2016 | Herndon, VA
- Full-time intern working on Ntrepid's cyber security product, Passages, a web browser with a built in virtual machine to protect users from virus attacks, developing both internal and client-facing tools using Django and Qt Creator.

PROJECTS

LEGEND OF ZELDA: TWILIGHT CRISIS | Programmer/3D Artist
April 2018 · Unity3D/C#/Autodesk Maya
A Wiimote arcade shooter game that takes 2 players on a journey to fight monsters and Ganondorf to save Hyrule and the Twilight Realm! This was featured in Sigma Phi Epsilon's booth for the CMU 2018 Spring Carnival, which won third place for the fraternity division.

SIGEP WARS: ESCAPE FROM JAKKU | Programmer
April 2017 · Unity3D/C#
A virtual reality experience that puts guests in the turret seat of the Millennium Falcon to shoot down pursuing TIE fighters and save Rey and Finn from the First Order! This was featured in Sigma Phi Epsilon's booth for the CMU 2017 Spring Carnival, which won first place for the fraternity division.

EXTRACURRICULARS

2015-present	Sigma Phi Epsilon Fraternity	Brother Mentor
2015-2018	CMU Orientation	Head Orientation Counselor
Present	CMU Camp Kesem	Cabin Counselor