BRIAN MAGNO
TECHNICAL ARTIST

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Maya • Nuke • Python • C# • Unity • UE4 • Adobe • Substance • Shotgun • Amplify • XR

EXPERIENCE

02/2021-04/2021 — Magnopus - Madison Beer Immersive Experience for Oculus Rift/PSVR
- Responsible for lighting throughout the digital performance in UE4 for VR, ray-trace renders and virtual production
- Worked closely with the Creative Director to adjust color, vfx and lighting throughout the digital performance
- Maintained and optimized blueprints, shaders and 3d assets to be VR/PSVR/Mobile-compliant
- Worked closely with both QA and Tech Art lead to debug and analyze performance and graphics issues using tools like RenderDoc and Unreal Engine's frame debugger

12/2018 - Current — Magnopus - Unannounced XR Project for the World Expo
- Resposible for designing and implementing technical features for the character creation system
- Responsible for maintaining and developing the asset pipeline using Shotgun
- Responsible for onboarding and training artists to use Shotgun; managed task delegation and sprint planning
- Managed, tracked and maintained assets from outsource vendors through Shotgun
- Collaborated with engineers, designers and artists to develop solutions for iteration tools and gameplay mechanics
- Created stylized shaders used for characters, props and environment assets
- Worked closely with both QA and engineering leads to debug and analyze performance and graphics issues using tools like RenderDoc and Unity's frame debugger

03/2017 - 11/2017 — Magnopus - Coco VR for Oculus Rift/GearVR
- Worked closely with the Lead Technical Artist to use the proprietary 360 Spherical Projection system
- Created DCC tools to streamline Pixar's file delivery process (JSON file exporter, basic scene descriptions)
- Created Maya python tools to streamline camera-based modeling and set extension creation
- Responsible for onboarding and training 3D artists proprietary tools set for the project; managed task delegation
- Worked closely with the Senior TD at Pixar to review art assets in Coco VR development builds
- Authored and optimized environments and textures to be VR/Mobile-compliant

04/2017 — Magnopus - Unannounced VR Moon Landing Project
- Collaborated with the leading Lunar X prize team's engineers in building a lunar-landing simulation
- Responsible for extracting specific DEM data from the Lunar Orbiter Laser Altimeter instrument and converting DEM data to displacement data within Unity game engine
- Responsible for publishing builds and executables to be delivered to the client

07/2016 - 01/2017 — Magnopus - Mission:ISS for Oculus Rift/GearVR
- Optimized topology of NASA-approved models of exterior modules from the International Space Station
- Created Maya python tools for artists to speed modeling, UV and export work
- Rigged the ISS Remote Manipulator System (Canadaarm 2) used for the Dragon Capsule docking mini-game
- Optimized environment assets to be mobile-compliant for the GearVR version of the app

09/2016 - 11/2016 — Magnopus - Kakamora Orchestra for GearVR
- Worked closely with TDs onsite at Walt Disney Animation Studios to establish an asset management pipeline to transfer textures & assets from "Moana" using Disney's proprietary tools and helper python scripts
- Worked closely with the TDs to render hi-res Hyperion 360 renders from several key backgrounds from "Moana"
- Composited 360 spherical EXR renders in Nuke to be used as atlased textures in Unity
- Converted complex water sims into optimized, animated texture sequence loops to be used in Unity
- Assisted demo of Kakamora Orchestra at the Moana 'Blue Carpet' premiere in Hollywood

AWARDS

10/2018 — Cannes Silver Digital Craft Lion Award for Coco VR
10/2018 — VR Awards Finalist for VR Experience of the Year for Coco VR
10/2018 — Coco VR Shortlist - Virtual Reality, Theatrical Events, Branded Entertainment Clio Entertainment Awards
07/2018 — Emmy Nomination for Coco VR for Outstanding Original Interactive Program
07/2017 — Emmy Nomination for Mission:ISS for Outstanding Original Interactive Program

EDUCATION

09/2014 - 09/2016
GNOMON School of Visual Effects
Digital Production for Entertainment Program Certificate

09/2006 - 09/2010
Savannah College of Art and Design (SCAD)
BachelorsofFineArts(B.F.A)inInteractiveDesign/GameDevelopment
Minor in Animation
Cumme Laude (3.68 GPA)