Alan R O'Cull
Technical Artist

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Looking to create and improve graphical tools and pipelines with a technical skillset.

Experience

Simulation Engineer Intern   Indianapolis, IN
Broadband Antenna Tracking Systems   **May 2021 – August 2023**
- Developed real-time interactive radio simulation software using Godot Engine and Golang
- Led a team of contractors to produce 3D assets and maps for visualization purposes
- Crafted a map-making pipeline using GIS and GLTF to get locations in-engine within the hour
- Recreated field-test and production scenarios with simulations for rapid validation testing

Leadership

Purdue ACM SIGGRAPH Club   West Lafayette, IN
President   **May 2023 – May 2024**
- Created a collaborative space with other Purdue club leaders to further student engagement
- Facilitated guest-speaker events with professionals in the Computer Graphics industry
- Assisted in hosting Fractal, a student-work showcase event with over 70 project submissions

Projects

Hook, Line and Axe   West Lafayette, IN
Senior Capstone   **April 2023 – April 2024**
- Collaborated with a team of seven using agile methodology to develop a hack 'n' slash in UE5
- Provided support for animators, working closely with all teams for streamlined asset integration
- Automated animation exports using Python to handle over 70 animations from separate files
- Outlined design specifications for each department for clear technical requirements
- Hosted and maintained a Gitea server on a Raspberry Pi for filesharing and version control

Abyss   West Lafayette, IN
Personal Project   **August 2023 – Present**
- Designed a physics-based singleplayer action-platformer videogame in Godot Engine
- Crafted real-time shaders for readability without disrupting the play-space and environment
- Developed a texture optimization tool in Rust to prepare textures in bulk for game engines

Education

Bachelor of Science from Purdue University   West Lafayette, IN
Majors in **Animation**, **Game Design**   Graduated **May 2024**

Skills

Rigging, Linear Algebra, Blender, Maya, Unreal Engine, Unity, Godot, Adobe Substance Suite, Audacity, Reaper, C/C++, Rust, Golang, Lua, Python, TypeScript, JavaScript, GLSL, OpenCL, SDL, Git, Linux, Web Hosting, Jira, Agile Sprint, Project Management, Texturing, Shading

Scholarships and Awards

Dean's List   December 2020 – May 2024
Purdue Presidential Scholarship   August 2020
Cashier of the Month   July 2020