

Henry Foley

Tech Artist

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Skills

- Software/Tools: Houdini, Maya, Unreal Engine, Unity, Substance Painter/Designer, Visual Studio, Git, Perforce, SVN
- Coding Languages: OOP C++, VEX, Python/PySide2, GLSL
- Unreal Engine: Blueprint System, Material Creation, Houdini HDA, Niagara, UE Python API, Source Control

Development Experience

'Riptide' Capstone Game, Champlain College, Burlington, VT Sep 2023 - May 2024
Project Co-Lead / Lead Artist / Tech Artist (Team of 17)

- Managed a team of 5 artists. Directed meetings and served as a point of contact between disciplines
- Created Houdini and Python tools for the Design and Art team. Developed and maintained art pipeline

'Manas' AGP Game, USC, Remote May 2022 - May 2023
Tech Artist (Team of 40)

- Played a key role in the creation of procedural assets, VFX, and shader/materials
- Developed entirely remote. Attended weekly meetings and check-ins. Used Perforce to update builds remotely

Songs of Sugar, Abertay University, Dundee, Scotland Jan 2023 - May 2023
Tech Artist / Producer (Team of 6)

- Created procedural game assets using Houdini and Unity Shader Graph
- Managed artistic direction, assigned tasks, tracked progress, and provided feedback to developers

VizBoXR, Emergent Media Center, Burlington, VT Jun 2022 - Dec 2022
Tech Artist (Team of 4)

- Utilized Unity to create VR/AR experiences, implementing features using C# and Shader Graph
- Collaborated closely with a multidisciplinary team to create a playable VR prototype for a client

Projects

Procedural Grass System Nov 2022 - Jan 2023
Independent Creator

- Created Houdini HDA and Unreal Material Blueprints to procedurally generate grass for the Unreal Foliage tool

Henry's Tech Art Resource Hub May 2022 - July 2022
Independent Creator

- Authored a comprehensive 14 Page document that includes recommendations from industry professionals, information on the different specializations, and advice on creating portfolio quality work

Education

Champlain College, Burlington, VT Aug 2020- May 2024
Bachelor's Degree in Game Art with Game Programming Minor 3.85 GPA (4.0 scale)

- Game Art Lab Tutor. Mentored high school students on Maya and Python programming as a Teaching Assistant
- Student Government, Study Abroad Ambassador, Member of Climbing and International Business clubs