Alexander Hogan

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With over twenty years of experience in game production, I have guided in-house and external teams in the creation of visually stunning products on pc, console, mobile, VR, and the web. I realize creative visions and help great teams be greater. I look forward to bringing my experience to your challenges.

Technical Art Lead - Gardens Interactive   10/2023 – 07/2023

I led a small and talented group of technical artists building worlds and wonders at Gardens Interactive.
In this role I wrote shaders for the environment team, set up tool chains, evaluated software, developed procedural content systems in Unreal Engine using PCG and a mash of my own dev work, and guided the technical artists on my team to perform their best and grow in a path that satisfied them.

Technical Art Director - Ubisoft   07/2022 – 08/2023

I managed a large, distributed team of technical artists around the world and coordinated work between that main team and several internal and external co-development teams. My team provided technical art direction, shader development, asset integration, character rigging, gameplay optimization, tool creation, and other developmental and diagnostic support for the XDefiant game team at Ubisoft.

Senior Technical Art Consultant - Unity Technologies   01/2021 – 06/2022

- Provided across-the-board technical art support to a wide variety of clients
- Shader development, gameplay optimization, slowdown and hitch diagnostics, render model rewrites, and tool development.
- Worked on project ranging from 2 weeks to 9 months.

Lead Environment Technical Artist - Hidden Path Entertainment   09/2019 – 11/2020

- Create efficient modern world-art pipelines using leading procedural content packages
- Support team with research, tool development, technical asset creation, and documentation

Amazon   07/2016 – 04/2019

Technical Art Director
- Recruit and hire a game team designed to build and ship an aggressively scoped, episodic product
- Direct the development of tools and tech that live between the engineering and creative domains.
- Design and develop outsource-friendly digital content pipelines for modern game production
- Built a high quality game, shipping episodically in sync with a TV show, on time and successfully

Technical Art Lead
- Provide technical-art support for various incubatory game teams
- Direct our efforts across our creative and engineering teams in a holistic manner.
- Shader writing, tool design and creation, game design, engine testing, documentation, and training

Microsoft   06/2013 – 05/2016

Technical Artist, HoloLens
- Brainstorm, prototype, develop and showcase experiences designed to show off Microsoft HoloLens
- Provide creative and technical art support for internal HoloLens creative team and studio

Technical Artist, 343 Industries
- Design and direct the implementation and maintenance of our Houdini -> Halo dynamics content pipeline
- Provide technical direction, training, and support for our Dynamics, FX, and Environment teams

Technical Director - aMess Games Inc.   10/2012 – 6/2013

- Kickstarted, developed, and shipped a 3d mobile game in Unity called OreZom Trails
- Optimized for rendering on low-end mobile devices, custom shaders, custom lighting
- Shipped on iOS, Android, and Kindle

Technical Artist - Advanced Graphics Team, Glu Mobile   09/2012 – 10/2012

Technical Artist - Monolith Productions / WB Games   09/2008 – 08/2012

Technical / FX Artist - N-Space Inc.   10/2006 – 10/2008

Technical Artist - EA Tiburon   07/2004 – 10/2006

Technical Skills

- Creating art in a variety of packages – Maya, 3ds Max, Houdini, Substance, Unity, Unreal
- Programming in a variety of languages – Python, C#, Lua, Mel, Maxscript
- Design, Problem Solving, and Analytical skills
- Development of tools and workflows for content teams, designed with artist efficiency in mind
- FX and Shader creation using node-base systems and graphics languages like HLSL, CG, and CGFX
- Character Rigging
- Understanding of game components and rendering methods and how they apply to content problems
- Experience and comfort with complicated game development environments and world engines
- Procedural Content Creation

Workplace Skills

- Adaptive, quick learner comfortable entering into new and unfamiliar environments
- Patient, attentive mentoring and training style, in person and via remote-desktop
- Excellent at communicating and coordinating development between people or departments
- Team leadership skills
- Inter/Intra-personal conflict resolution skills

Software

Art/Content Packages: Maya, 3d Studio Max, Houdini, Z-Brush, MudBox, 3dCoat, Blender, Substance Suite, Photoshop, Krita, Flash

Game Engines: Unity 3D, Unreal, Lumberyard, Alchemy, XNA, and a handful of proprietary engines

Programming Languages: C#, Python, Visual Basic, JavaScript, ActionScript, LUA, HTML, PHP, SQL Mel, MaxScript, CGFX, HLSL, and just a bit of C and C++

Shipped Titles and Projects

Title	Details
XDefiant	2024, Consoles, Windows, Ubisoft
Arashi: Castles of Sin	2023, Playstation VR, Unity / Endeavor One
Adventure Chef - Merge Explorer	2022, Mobile, Unity / PocketGems
Slime Rancher 2	2022, Consoles, Windows, Unity / Monomi Park
Oddworld Soulstorm	2021, Consoles, Windows, Unity / Oddworld Inhabitants
The Grand Tour Game	2018, Xbox ONE, PS4, Amazon Game Studios
HALO : WARZONE E3 Holo-Demo	2015, HoloLens, Microsoft
HALO 5: Guardians	2015, Xbox ONE, Microsoft / 343 Industries
OreZom Trails	2014, iOS, Android, Kindl / aMess Games
Middle Earth: The Shadow of Mordor	2014, Multi SKU, Monolith Productions / WBIE
Guardians of Middle Earth	2012, Multi SKU, Monolith Productions / WBIE
F.E.A.R. 2: Project Origin	2009, Multi SKU, Monolith Productions / WBIE
Marvel Ultimate Alliance 2: Power Fusion	2009, Wii, N-Space Inc. / Activision
Target Toss Pro Bags	2008, Wii, N-Space Inc. / Incredible Technologies
Madden NFL Football 2007	2006, PS3, EA Tiburon / Electronic Arts
NCAA College Football 2007	2006, 360, EA Tiburon / Electronic Arts
NCAA College Football 2006	2005, PS2 / XBOX, EA Tiburon/ Electronic Arts
The Lord of the Rings Online: Shadows of Angmar	2007, PC, Turbine Entertainment Inc. / Midway Games
Asheron's Call 2 – Fallen Kings	2002, PC, Turbine Entertainment Inc. / Microsoft

Patents

US 10789779   Re: Location Based Holographic Experience (updated)

US 10210661   Re: Location Based Holographic Experience

US 10169918   Re: Relational Rendering of Hologrpahic Objects

US 10134174   Re: Texture Mapping with Render-Baked Animation

References

- Available upon request