

# Emma Roseburgh – Technical Artist

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## Rebellion (March 2019 – Present)

Lead Technical Artist	July 2020 – Present
Senior Technical Artist	October 2019 – July 2020
Technical Artist	March 2019 – October 2019

### Unannounced Project

Responsible for creating automation tools related to Reality Capture using CLI and C#. Maintaining the Tech Art team. Creating and maintaining Houdini tools as well as Python tools for Maya. Pushing the technical art requests for the in-house Engine.

### Zombie Army 4

Profiling underperforming areas and creating documentation for artists giving guidelines to optimize their levels as well as preventing these issues on projects in the future.

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## Splash Damage (August 2016 – December 2018)

Associate Technical Artist	December 2016 – December 2018
Technical Artist Intern	August 2016 – December 2016

### Gears 5

Optimization and Performance, Material Creation, Blueprints on multiple multiplayer maps: District, Exhibit, Icebound, Vasgar. Python tools and Perforce maintenance

### Gears Tactics

Pre-Production: Budget Creation, creating and maintaining workflows. Created the initial base for the blueprint Climate/Weathering system.

### Gears 4 DLC

Optimization and Performance, Material Creation, Blueprints on multiple multiplayer maps: Clocktower, Old Town, Diner, The Slab, Raven down, Forge Blitz, Harbor Haze, Lift Apex. Python tools and Perforce maintenance

### Dirty Bomb

Profiling and Optimization of different game modes on multiple levels. VFX improvements and creation.

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## Education

Bachelor of Arts Honours Degree (2:1) in 3D Games Art & Design – University of Hertfordshire

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## Skills

Maya – Houdini – Python – C# – CLI – UE4 – Optimization – PIX – Materials – Blueprints – Pipeline Creation