

# Cameron Amer

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## Technical Designer

**Artistic Leader | Relationship Builder | Proactive Problem Solver | Results-Oriented Innovator**  
**Technical Design Specialist | Innovative Solutions Enthusiast**

Passionate and versatile artist with a lifelong love for video game development. Proven track record in shaping innovative solutions for the healthcare industry through technical design. Adept at leveraging cutting-edge technologies, including Generative AI and advanced platforms. Known for overcoming technical challenges and learning new tools and techniques swiftly. Extremely dedicated and creative problem solver with deep knowledge of various DCC packages and game engines.

Key Competencies:

- **Data Consulting and Product Optimization**3D
- **Technical Design (Generative AI, Advanced Platforms)**
- **Healthcare Industry Innovation**
- **Game Development (Maya, UE4, PBR Workflows)**
- **Team Leadership and Collaboration**
- **Efficient Problem Solving**
- **Artistry (Level Design, Character Creation, Animation)**
- **Proficient in Various Software Tools and Programming and Scripting Languages**

## Professional Experience

**THE PLAY NICE INSTITUTE**, Remote

### Technical Artist

**2023 to 2024**

Helped design and realize 3D environments throughout Mindlight (game created within Unity engine). Member of art team that supported development of robust animation library list for NPC characters found in game while also helping to build gameplay mechanics.

- Engineered robust in-game mechanics for third-person character movement and player interactions, enhancing gameplay immersion and connecting players more deeply with character experience.
- Crafted compelling environment level assets, contributing to visually immersive gaming experience, and elevating overall quality and aesthetic appeal of game environments.
- Developed dynamic animation trees for NPC characters, enhancing realism and engagement in game world.

**ELEVANCE HEALTHCARE**, Remote

### Technical Designer

**2021 to 2024**

Dynamic member of Caelon design team, contributing to innovative solutions for healthcare industry. Envisioned, conceptualized, and crafted forward-thinking designs using Generative AI and advanced platforms. Developed Figma plugins to enhance team efficiency in design creation, empowering fellow team members with streamlined tools and processes.

- Engineered workflow and pipeline tools for team of UI and UX creatives, optimizing efficiency and enabling seamless collaboration in design process.
- Modernized team pipeline and asset management solutions, improving project efficiency.
- Revamped legacy applications with modern UI solutions, optimizing user experience for doctors and internal staff, fostering enhanced usability and productivity.
- Crafted compelling internal user experience pitch videos through storyboard creation, effectively communicating design concepts and proposals, streamlining communication, and fostering shared vision among stakeholders.
- Partnered with software engineers, coaching on design goals and user flows for apps in development.

**SQUAAA STUDIOS**, Bellevue, WA

### CEO and Lead Developer

**2019 to Present**

Led conceptualization, development, and release of action-packed beat 'em up game, Mix-A-Max, which debuted on Jan 6, 2023, available on Steam (<https://store.steampowered.com/app/1619940/MixAMax/>). Effectively managed dynamic

team, overseeing planning, scheduling, tracking, training, and team support. Executed intricate build processes and tactfully handled release management.

- Crafted captivating game levels, fostering player engagement, and enhancing overall gaming experience.
- Developed Unreal blueprints for diverse aspects, including gameplay mechanics, NPC and player character animation, UI flow, VFX, and dynamics, contributing to rich and immersive game environment.
- Managed release process, ensuring timely and successful launches, and coordinating efforts across team to deliver high-quality products.

## **CHICKEN SANDWICH STUDIOS, Bellevue, WA**

### **3D Artist**

**2020 to 2021**

Contributed to indie project development, excelling in 3D artistry aspects, including level design, character creation, animation, scripting, and Physically-Based Rendering (PBR) workflows. Demonstrated proficiency in hard surface modeling, organic form creation, and animation retargeting.

- Initiated development process by creating comprehensive paper layouts for new game levels, laying foundation for successful design and implementation of engaging and immersive environments.
- Engineered intuitive in-game mechanics for third-person character movement and player interactions, enhancing gameplay and fostering more compelling player experience.
- Crafted impactful environment level assets, elevating visual appeal and overall quality of game environments to provide players with more immersive and captivating gaming experience.

## **L2 DATA, Bothell, WA**

### **Senior Data Consultant**

**2018 to 2020**

Served as Lead Consultant for voter data product creation and sales, optimizing product creation processes.

- Liaised with clients to understand needs, safeguarding delivery of optimal solutions.
- Led team of 5 to complete large projects, ensuring clients received optimal custom data sets.
- Wrote tool (Python and Java based) that collated voter data from diverse sources, ingesting data into client facing databases and visualization tools.

## **MICROSOFT, Redmond, WA**

### **3D Artist Intern**

**2015 to 2016**

Contributed to projects including Scalebound and State of Decay 2.

- Assessed visual fidelity and technical aspects of 3D assets and animations in Maya and UE4, ensuring adherence to quality standards and optimizing performance for enhanced gaming experience.
- Offered constructive feedback on visual quality, meticulously managing asset budgets, memory footprint, and performance characteristics to maintain optimal game performance and align with project goals.
- Conducted reference video capture sessions to gather valuable visual data, facilitating creation of authentic and realistic in-game assets, contributing to overall visual appeal of game.
- Supported competitive market analysis efforts, providing insights into industry trends, competitor strategies and creative and technical opportunities, allowing team to make informed decisions and stay ahead in dynamic gaming market.

## **Education**

- **Bachelor of Fine Arts (BFA)**, Interactive Design and Game Development (3.7 GPA), Savannah College of Art and Design, Savannah, GA
- **International Baccalaureate Diploma and High School Diploma**, Inglemoor High School, Kenmore, WA

## **Software Experience**

- Adobe suite
- Programming languages: Python, Java, C#, React, HTML
- 3D Packages: Maya, ZBrush
- Operating Systems: Windows, Linux, OSX
- Prompt Engineering for ChatGPT, Llama 3 and Gemini: Designed and optimized prompts to guide AI model outputs effectively

## **Addendum**

### **Software Experience**

- Autodesk Maya
- Pixologic ZBrush
- Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver, Adobe InDesign, Adobe Premiere, Adobe After Effects
- Substance Painter & Designer
- Marvelous Designer 7
- DaVinci Resolve
- The Foundry Nuke
- Epic Unreal Engine 4 & 5
- Unity
- Headus UVLayout
- Topogun
- Quixel suite
- Perforce
- Git / SmartGit
- Jira
- Confluence
- Microsoft Word, Excel, Powerpoint
- Operating Systems: Windows / Linux / OSX
- Languages: Java, C#, MEL & Python