





Jordan Stevens

Senior Pipeline Engineer | Technical Artist

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- Avid communicator with ability to approach problems from the perspective of both an engineer and an artist.
- Strong team player: always willing to help and listen to others, striving to maintain excellence in culture.
- Comfortable teaching and instructing others in unfamiliar territory, seeking to encourage growth among peers.
- Drive and passion to achieve, making a disproportionate impact by leveraging others and myself to succeed.
- Lifelong student of the arts: pursuing advanced knowledge and understanding of problems and solutions with colleagues.

Software

Autodesk Maya, ZBrush, Photoshop, Substance, xNormal

Languages / Frameworks

C# / .Net, JavaScript / NodeJS, C++, Java, Python, Processing, SQL / NoSQL, AWS, Auth0, Keen.io

Graphics Languages:

Cg / Nvidia, HLSL, GLSL, OpenGL, DirectX and WebGL

Engines

Unity 4 & 5 & 2017,
Unreal Engines 3 & 4

Education

2011-2014 Savannah College of Art and Design, Atlanta, GA
Interactive Design and Game Development

2008-2011 Georgia College & State University, Milledgeville, GA
College of Health Sciences - Nursing

Experience

2016 – | **Senior Pipeline Engineer** | *SmartBIM Technologies*, Atlanta, GA

- 2017
- Months ahead of schedule, created the Revit Services automation pipeline which reduced processing and interrogation times for BPM Products from hours to minutes.
 - Pivoted development efforts to the SmartBIM Platform, helping to author the data models and business processes SmartBIM uses for their BIM Management system by utilizing Amazon Web Services, NodeJS, and other utilities.
 - Consistently inherit ownership over increasingly complex portions of the SmartBIM Platform, including but not limited to: database administration, BIM data distribution, creating development environments, serverless processing, developer operations, Keen.io analytics, User management via Auth0, and API development efforts.
 - Audited legacy AWS resources, saving company thousands of dollars monthly by eliminating unnecessary EC2 Instances and improving existing processes.
 - Working with department heads, facilitated management of engineering and product efforts through guidance, leadership, and discourse, enabling a successful release of the SmartBIM Platform after a 7-month development cycle.
 - Utilize mentorship from department head as an opportunity to grow knowledge base and expertise in JavaScript, NodeJS, Data Modeling, Application Architecture, Security, and Leadership.
 - Manage the hiring process for the development team, writing requirements for multiple positions, leading the interview process, reviewing candidate profiles, and ultimately selecting viable candidates for final screening and offers.
 - As a senior engineer, advise and direct efforts concerning developer operations and best practices for both the back-end and front-end teams.
 - Act as an evangelist for BIM and modern technologies within the company, always striving for clear communication and alignment between stakeholders and technology.

2016 | **Technical Artist / Pipeline Engineer** | *SmartBIM Technologies*, Atlanta, GA

- Developed a WebGL Single Object Viewer for SmartBIM's Catalist Platform, integrating Revit Families with Unity3D via automation.
- Manufactured a 4k sqft demo scene for the Catalist Platform featuring hand created assets representing potential Building Product Manufacturer products in thematic spaces.
- Ported the demo scene for the Catalist Platform to WebGL using proprietary shading models and rendering methods, allowing for more than 12 million triangles and 4GB of high quality textures to be rendered in Google Chrome with Realtime Physically Based Lighting and Rendering.
- Successfully pivoted production from Catalist to a BIM (Building Information Modeling) Management platform, enabling the development team to have time for research and product planning, while beginning a solo development cycle to modernize Revit Automation.
- Using AWS SQS, created a Revit Automation Queue system that allows for Revit Automation jobs to be scheduled and processed without user initiation.
- Modernized and improved the Revit Automation process, allowing for up to 8 concurrent jobs to be processed on a single low tier AWS EC2 Instance, utilizing logging and better data acquisition.

2015 – | **Technical Artist / Pipeline Engineer** | *VIMTrek LLC.*, Atlanta, GA

- 2016
- Developed VIMTrek's Physically Based Rendering pipeline, creating the internal BRDF shading models to replace Unity3D's PBR pipeline with a more robust and physically correct solution.
 - Created and managed VIMTrek's Revit to Unity automation pipeline, including the export and import process of Revit content where the average scene contains more than 50,000 unique assets.
 - Authored Mesh and Scene Optimization tools, allowing VIMTrek to load scenes up to 4x larger in Samsung GearVR than was previously possible.
 - Updated the VIMTrek Lightmapping platform, porting a legacy lightmapping system into our updated automation pipeline, allowing for VIMTrek to lightmap scenes with greater fidelity at speeds up to 600% faster than Unity3D.
 - Built Unity3D tools for many AEC firms, helping to polish their Unity pipelines and practices.
 - Improved relationships with customers as Sales Engineer via customer outreach and weekly developer calls with three of the largest AEC companies in the world.
 - Created custom assets and textures on an ad hoc basis for VIMTrek and its clients.
 - Represented VIMTrek at Unite Boston 2015, delivering an impromptu presentation on Physically Based Rendering and the importance of optimization in architectural visualization within gaming environments.

2015 | **Substitute Teacher / Guest Lecturer** | *Shaders and Effects*, SCAD Atlanta

- Covered traditional shader authoring as well as using node based editors such as Unreal Material Editor and Shader Forge for Unity.
- Created lesson plans for advanced shading topics, such as creating water and reflective effects, and developing particle shaders for fog, snow, and rain effects.
- Taught students the history of shading and lighting, ranging from Gouraud and Phong to Physically Based Rendering algorithms such as GGX and Ashikhmin-Shirley.

2013 – | **Lead Technical Artist / Environment Artist** | *The Grind*

- 2014
- Developed stylized shading model influenced by Cook-Torrence to match the art direction.
 - Created a robust tool for modular particle effect management, enabling level designers to create and manage level particles more efficiently, earning back much needed man hours.
 - Built character rigs and controls designed for the unique needs of each animator and character model.
 - Worked as a lead environment artist, developing assets from concept to completion via modeling, texturing and shading.
 - Managed Unity3D asset pipeline for artists and designers, creating a tool for asset management that enabled the easy export of assets / animations from Autodesk Maya to Unity3D, automating the setups required post Unity import, and reducing time spent importing and exporting by more than 80%.