Henry Foley

Technical Artist

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Skills

- Software/Tools: Houdini, Maya, Unreal Engine, Unity, Substance Painter/Designer, Visual Studio, Git, Perforce, SVN
- Coding Languages: Python/PySide2, C++, VEX, GLSL
- Unreal Engine: Blueprint System, Material Creation, PCG, 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 / Technical Artist   (Team of 17)

- Created Houdini and Python tools for the Design and Art team. Developed and maintained art pipeline
- Designed and implemented a Master Material system that accelerated art development and implementation

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

- Developed procedural assets, VFX, and shader/material systems, enhancing key aspects of the game's visuals
- Created the Procedural Grass System and authored detailed documentation for the environment art team

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

- Developed procedural game assets with Houdini and created shaders/materials using Unity Shader Graph
- Optimized assets to ensure smooth performance in augmented reality applications on mobile devices

VizBoXR, **Emergent Media Center, Burlington, VT**   Jun 2022 - Dec 2022
Technical 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

Turtle Tech Art   Jan 2025 - Present
Director of Communications

- Creating learning resources, presentations, tutorials and a newsletter for a community of technical artists
- Building connections and engaging in community outreach. Hosted GDC meetup with 100+ attendees

Procedural Monadnock   Sep 2024 - Nov 2024
Independent Creator

- Developed a framework for procedural asset placement tailored to diverse terrain features using UE5 PCG

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