Kevin J. Appel
Senior Technical Artist

Contact

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Top Skills

3D Content Production

Prototyping & Look Dev

Technical Animation

Software

Maya

Unity3D

Substance

Zbrush

Unreal

Scripting

Python

PyMel & MEL

C#

Summary

I am a Technical Artist focused on AR/VR/MR with a deep passion for creating compelling visuals and experiences that connect with people.

In my 10+ years of experience, I have often worked on small teams facing lots of unknowns and tight deadlines: from the fast-paced world of TV advertising to the infinite possibilities of Mixed Reality, I am well versed in various content production pipelines and can wear a lot of hats to help my teams excel.

Experience

Niantic (April 2021 — Present)

Senior Technical Artist – Pokémon GO

- Collaborating with cross-function colleagues to design and implement new gameplay features

- Integrated authentication, security, and automation features for content tools to empower vendors and protect our partner's IP

Microsoft (September 2014 — March 2021)

Senior Technical Artist – Altspace VR (June 2019 — March 2021)

- Empowering Altspace artists by developing content workflows, prototyping, creating pipelines, and performance profiling

- Led an overhaul of Altspace avatars, responsible for technical art direction, technical animation, shading, production management, and planning/costing

- Wrote telemetry-enabled Maya pipeline tools that saved 4 artists an estimated 150+ work hours over 3.5 months of production

- Took on a leadership role by identifying team skill gaps and creating training materials to enhance production capabilities in Substance Painter and Unity

- Engaged in community PR, discussing our avatars at a VR panel promoting accessibility, diversity, and inclusion with AWE Nite SF

<u>Technical Artist/Designer – HoloLens 2 (March 2018 — June 2019)</u>

- Shipped HoloLens 2 OS & created hero visuals for the HoloLens 2 announce keynote

- Owned visual design and technical animation of direct manipulation, focusing on Hologram manipulation UI, distant hand interactions, and button FX

- Awarded a patent for developing & implementing visuals for distant Hologram interaction

<u>Visual Designer – HoloLens and MR (Feb. 2016 — March 2018)</u>

- Shipped Windows Mixed Reality OS & HoloLens RS4 OS Update

- Designed and implemented visuals and animation for teleportation & locomotion UX

- Created hero models for MR controllers, partnering with engineers to design a framework for controller animation and VR attachments managed by device drivers. These assets exist in product and are widely distributed in learning materials and tutorials for MR developers

<u>Technical Artist – Microsoft HoloLens (Sept. 2014 — Jan. 2016)</u>

- Shipped HoloLens Development Edition

- Created hero 3D assets for milestone public demos including HoloLens announcement event and Build conference keynote

- Designed art and interactive learning segments for our Out-Of-Box Experience, teaching users core system gestures

- Worked with engineers to design and integrate shell common controls, drastically reducing design iteration time

321 Launch (Nov. 2010 – Sept. 2014)

<u>Lead 3D Artist</u>

- Shipped TV test commercials for high-profile brands and campaigns, including Super Bowl spots. As a Lead, I was responsible for the timely completion of all 3D assets, delegating tasks to artists, providing art direction, and creating hero assets

- Spearheaded studio efforts to improve art process by implementing high > low poly asset workflows and detail maps

- Ran a large R&D project to create a library of character wardrobe assets using Zbrush and Marvelous Designer, managing both in-house and outsource artists to create new asset catalogs. Established new workflows and pipeline tools for wardrobe production

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Education

<u>Drexel University – Philadelphia, PA</u>
Bachelor of Science, Digital Media (2005 – 2009)