

Natasha Haggard

www.natashahaggard.com

Austin, Texas | natasha.haggard@gmail.com | (512) 850-8042 | [linkedin.com/in/natashahaggard](https://www.linkedin.com/in/natashahaggard)

SUMMARY

- 10+ years of experience as a technical artist for live-service mobile games

EXPERIENCE

WB Games Boston

Senior Technical Artist

Remote

Mar 2023 - Present

Projects: **Game of Thrones: Conquest™** (a strategy game), an **unreleased game** (currently in production)

- worked with art and engineering teams to ensure efficient integration of art assets into the game using a combination of standard Unity features and internal tools
- created materials, shaders and VFX to match the project's style and visual quality
- managed and maintained assets in version control systems (Git/Sourcetree and Perforce)

Big Run Studios

Lead Technical Artist

Remote

Jun 2022 - Jan 2023

Projects: **Blackout Bingo: Design Blast** (a bingo & home decor game)

- worked with the technical director and lead client engineer to profile, optimize and restructure a casual 2D mobile game to get it ready for soft-launch, using the Unity game engine. Removed unused assets, resolved asset bundle interdependencies and reduced loading times
- worked with the UI/UX team to optimize the UI elements in order to reduce the number of draw calls on the screen and improve batching
- collaborated with the QA team, fixing bugs and making test builds with accompanying detailed notes
- helped the marketing team by exporting layered animation sequences from Unity and building editable files of these sequences in AfterEffects
- wrote new tool scripts in C# for Unity, and improved existing tools, which underwent and passed code reviews from the engineering team

Zynga

Senior | Principal | Lead Technical Artist

Austin, TX

Sep 2015 - May 2022

Projects: **Harry Potter: Puzzles & Spells** (a match-3 game), **Wizard of Oz Slots**, **Willy Wonka Slots**

- worked with product, game design, art and engineering teams to build game prototypes
- trained and onboarded outsource art teams, provided ongoing artistic feedback and technical support for the outsource pipeline
- constructed, integrated and optimized art assets in CocosBuilder and Unity
- created, maintained and communicated technical art guidelines and implementation techniques with other team members

Everi

Austin, TX

Game Artist

Jul 2008 - Mar 2009 & Oct 2010 - Sep 2015

- created complete art asset packages for land-based slot machines, including initial concept development, iterative design, and final art in various styles
- maintained team documentation in project wiki, ensuring accurate and updated information

Planet Bingo

Rancho Mirage, CA

Production Artist

Feb 2005 - Feb 2008

- developed marketing materials and art assets for electronic bingo games
- created animated videos for trade show presentations on large screens

EDUCATION

Austin Community College, *Computer Science coursework*

2014 - 2016

The Art Institute of California - Los-Angeles, *BS Media Arts & Computer Animation*

2001 - 2004

SKILLS

LiveOps support, art pipelines, asset integration, outsource management, optimization, tool development, cross-disciplinary collaboration, 2D illustration, digital painting, 3D, basic scripting/programming, debugging and troubleshooting

TOOLS

Adobe Creative Suite, Maya, Unity, Unreal, Cocos2D, SpriteBuilderX, Git, Perforce, Xcode, Jenkins, Jira, Confluence