

Mikyle Mosquera

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SKILLS

Python | PyQt/PySide | Maya | Unity/C# | Unreal/C++/Blueprints | Shaders/HLSL | Houdini | Rigging | UI/UX

EXPERIENCE

EGD Collective

Sept 2024 - Present

GSP - Lead Technical Artist & Producer

- Established the first Tech Art Department. Leads and mentors a team of **8 tech artists** and works alongside project managers to facilitate collaboration across 4 departments totaling over **100 people**.
- Develops the Mesh VFX Trail Tool for **Maya** with **Python** and **PyQt** to automate creating VFX meshes.
- Develops the Dreamscapes Tile Editor in **Unity** with **C#** and **UI Toolkit** to speed up production for designers and artists.

GSP - Tools Programmer

Sept 2023 - Sept 2024

- Developed **Unity editor tools** to support [level design](#) and [QA](#) pipelines and to speed up production by **50%** with a focus on optimization and efficiency for Striking Hell.

Blobs Games

Aug 2024 - Present

Technical Artist

- Generates [building variation](#) using **Houdini** and **Substance Painter** for **UE5**, speeding up production by **75%**.
- Automates the process of validating naming standards and identifying unused assets in **UE5** with **C++**.
- Develops a procedurally generating map chunks system in **Unreal Engine 5** using **Blueprints**.

WaxHeart Team

Aug 2023 - Present

Technical Artist

- Implemented camera shots, dynamic animation hookups, and VFX for an indie with **850+ wishlists** on Steam in **Unity**

Unity Engineer

Dec 2024 - Aug 2024

- Developed UI, player interaction, state machines, procedural systems, and object pooling optimizations using **C#**.

SJSU Peer Connections

Jan 2024 - Present

Classic Tutor & Peer Mentor

- Delivers **2 workshops** and mentors **75+ students** across **3 sections** in personal development topics.
- Utilizing communication, assists **40+ students** in developing effective learning for Physics, Calc, CS, and Public Speaking.

STEMtales

June 2024 - Aug 2024

Game Developer Intern

- Created spatial and canvas **processing effects** with **shaders** in **Godot's Shading Language**.
- Used **GPU instancing** and **vertex shaders** to create volumetric foliage with wind effects.

PROJECTS

Figure Fighter Falky - VFX Artist/TD for film production. Creates **VFX** using Unreal's Niagara and Houdini.

Shadow Puppets - Tech Artist on a team of 5 for 4 day game jam. **Modeled, rigged, and animated** a 3D character. Developed a **vertex shader** using **HLSL** to simulate the effect of a portal.

Lush Forest - Optimized and implemented 2D assets from **Photoshop**, **lighting**, **VFX**, and **post processing effects**.

Pose Library Tool - Developed a tool that saves and loads rig poses instantly in **Maya** with **Python** and **PySide6**.

Ball Auto Rig Tool - Automated the **rigging** process of a ball by **100%** in **Maya** with **Python** and **PySide6**.

Procedural Chain Tool - Created an HDA in **Houdini** that procedurally generates a chain from a drawn curve.

LEADERSHIP

SJSU Game Dev Club

May 2024 - Present

Director of Events

- Planned and led a hybrid game jam with **60+ participants**, **16 game submissions**, and **5 workshops** with a focus on supporting first time game developers.

EDUCATION

San Jose State University: B.S. Computer Science

GPA: 3.92

Activities: Game Development Club, Computer Graphics Club

2022 - 2027

Coursework: Data Structures & Algorithms, Game Studies, Calculus I & II & III, Linear Algebra, Discrete Math, Light & Optics, Figure Drawing I & II, Visual Principles, Visual Storytelling, Color Principles

Awards: Different Games Collective Scholar for GDC, President's Scholar, Dean's Scholar