

# Morgan Templeton



morgantempleton.com



MorganTempletonDesign@gmail.com



morgan-templeton



0431551696

## EXPERIENCE

### NANTSTUDIOS | TECHNICAL LEAD

October 2022 – Current | Melbourne, Australia

- Designed 24 different GLSL effects to build and streamline for the Pixera content pipeline.
- Authored VFX/tools for 3 movies, 6 TV series, and over a dozen advertisements.
- Built a content validation pipeline for both internal use and for outsourced/external vendors and contractors.
- Designed realistic shaders, environments, and VFX inside Unreal Engine for a film-grade environment.

### QUANTUM SOUP | TECHNICAL ARTIST

September 2021 – March 2022 | Sydney, Australia

- Engineered Unity day-night, weather, and numerous backend systems.
- Created complex shader effects for trudging through snow, running on beaches, and crashing waves.
- Designed procedural lightning (Houdini), weather, cooking, building and swimming VFX (including syncing haptic feedback with the above).
- Built multiple tools for artists and designers to streamline asset implementation and in-engine creation.

### FREELANCE | TECHNICAL ARTIST

June 2021 – September 2021 | Sydney, Australia

- Designed asset implementation tools for creating new destructible and interactive objects quickly.
- Created master shaders to simplify and unify art style and material creation.
- Developed 3D assets as part of procedurally generated buildings and background/floor clutter.

## PROJECTS

### REALISTIC FABRIC/CLOTH TRANSMISSION | GLSL, UNREAL ENGINE, MAYA

2023

- Researched Lambertian sphere rendering techniques to improve fabric lighting, density, fuzz, and texture.
- Developed published and sold a feature rich master material with patterns, colours, metallics, transparency and simulated cloth transmission.
- Defined realistic silk, cotton, and jean material presets.

### FLOOD FILL | UNREAL ENGINE, C++, HOUDINI, MAYA

2022

- Designed rapid environment prototyping tools, item scattering, procedural spline walls, and decals.
- Created a Houdini vertex VFX to simulate paintball splashes (and water splashes).
- Implemented stylized reactive materials to simulate water rising and filling the defined arena.

## SKILLS

### PROGRAMMING

Languages:

C++ • Python • GLSL  
HLSL • C# • VEX  
C • JavaScript

### LIBRARIES/Frameworks

Node.js • jQuery

### TOOLS

Git • Perforce • Unreal Engine  
Unity • Maya • Z-Brush

## EDUCATION

### SAE INSITUTE SYDNEY

BACHELOR'S IN GAMES DESIGN AND  
DEVELOPMENT

Feb 2019 - Dec 2020

School of Design