

# Brian Mumm

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## EDUCATION

### **Full Sail University**

Game Design & Development Bachelor of Science Degree Nov. 2007

## WORK EXPERIENCE

### **Bioware Austin- Technical Artist**

October 09-Current

#### **Star Wars: The Old Republic**

Created Lua->Python->C# pipeline for MorphemeConnect  
C# Morpheme compiler and other animation exporting tools  
Several different animation players that interfaces with HeroBlade  
Replaced python email system with C# Outlook library  
Created animation database and UI  
UI that interfaces with our asset database  
Metadata manager framework  
Support for content creators

### **Camber Corporation- Technical Artist**

July 08-October 09

#### **Serious games**

Asset pipeline  
Supported art team with assets  
Python scripts for Photoshop, MotionBuilder, and Maya  
XML based state machine to change states and animations  
Visual bone mounting system runs in the Trinigy Editor  
Replace animation system with Morpheme  
Scripted game events in Lua  
Scaleform programming  
HLSL shader tweaking  
Programming support

### **Blue Street Studios- Project Lead**

January-July 2008

3D Web Based Football Game  
Design documentation, asset lists, and schedules  
Managed out-sourced artists, writers, and web developers  
Wrote all scripts for the game using the Unity Engine and JavaScript  
Placed objects in the level and set their properties  
Set up waypoints in the stadium for our AI  
Got a annual contract with a fortune 5 company based off first playable

## SIDE PROJECTS

### **Node based UI using WPF**

Exploring WPF and features available  
Designing core framework  
Investigating other diagramming software

## ACADEMIC EXPERIENCE

### **Catapult- Gameplay Lead**

3D game created with OpenGL, OpenAL, and PhysX  
Created PhysX wrapper and gameplay manager  
Worked on Level design and game balance

## **-Art**

Rigging  
Skinning  
Animation  
3D Modeling  
UV mapping  
Texturing

## **-Art Tools**

Maya  
Morpheme  
MotionBuilder  
Photoshop  
After Effects  
Mudbox  
3D Coat  
ZBrush

## **-Programming**

C#  
C/C++  
DirectX  
OpenGL  
TCP/ UDP  
HLSL  
Win32  
MFC  
GBA

## **-Scripting**

Lua  
JavaScript  
Unreal Script  
Kismet  
Python  
VBScript  
XML  
MEL

## **-Engine/API**

Unity  
Trinigy  
Scaleform  
SpeedTree  
Morpheme  
PhysX  
FMOD

## **-Editors**

Hammer Editor  
Unreal III Editor