

Brian Mumm

Austin, TX

Experience

Aspyr Media - Lead Technical Artist

Mar '20 - Current

Star Wars: Knights of the Old Republic Remake

- Spearheaded Unreal 5 adaption and R&D
- Led performance and profiled for the team
- Custom Perforce plug-ins and Python API wrapper
- Automation reporting for the team
- Unreal Python tools and pipeline
- New hire on-boarding automation
- Technical guidance and documentation
- Planning and internal management of technical artists
- Outsourcing management

Rooster Teeth - Lead Software Engineer

Sept '16 - Mar '20

- Lead design and development on proprietary source control software and integrated it into all the studio's 3rd party tools
- Moved the team to agile practices, unit testing, code reviews, code branching, staging, and deployment practices.
- Lead code design, architecture, and optimization
- Assisted production on giving technical guidance to avoid pitfalls and problem solve issues.
- Built a non parallel pipeline across Maya, Houdini, and Max
- Single pipeline built for multiple types of projects
- Converted code base to support both Python 2.x and Python 3.x versions
- Identify inefficiency in production and prioritized engineering tasks based off ROI.

Steadfast Games - Founder

Apr '13 - Sep '16

- Technical Art consulting and co-development
- Internal development of three iOS games using Unity engine

Berserk Games - Senior Technical Artist

Oct '15 - Apr '16

Tabletop Simulator

- General programming, art, and UX/UI work.
- Developed the global chat system

BOXI Interactive - Senior Technical Artist

Oct '14 - Sept '15

Ally and Conquer

- General programming, art tools, and UX/UI work.

Stoic - Senior Technical Artist*July '12 - Apr '13***The Banner Saga Series**

- UI programming and UX design, Optimization, and programming support

Bioware Austin - Technical Artist*Oct '09 - July '12***Star Wars: The Old Republic**

- In charge of the animation pipeline, tools, and in game data integrity
- Created Lua->Python->C# pipeline for MorphemeConnect
- C# Morpheme compiler and other animation exporting tools
- Debugging and fixing in game animation and skeleton problems
- Animation sharing and offset system
- Animation SQL database and UI
- Added unit testing to the teams tools framework
- Multi-threaded tools
- Mass scale data management

Camber Corporation - Technical Artist*July '08 - Oct '09*

- Writing tools and being a liaison between the art and programming

Blue Street Studios - Project Lead*Jan '08- July '08*

- 3D Web based football game for a major fortune 500 company using Unity

Shipped Projects

Red vs. Blue Season 17**gen:LOCK Season 1****RWBY Season 6****Camp Camp Season 3****Red vs. Blue Season 16****Nomad of Nowhere Season 1****RWBY Season 5****Camp Camp Season 2****Red vs. Blue Season 15****Red vs. Blue Season 14****RWBY Season 4****Tabletop Simulator****Ally and Conquer****Never Ending Tower****Mini Maestro****Safari Rush****Star Wars: The Old Republic – Rise of the Hutt Cartel****The Banner****Star Wars: The Old Republic**

Education

Full Sail University

Game Design & Development Bachelor of Science Degree

Sept '05 - Nov. '07