Chad Foxglove

Principal Technical Artist

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Skills	Procedural Generation, Generative AI, Physical Simulation, Designing Workflows That Promote Joyful Creation, Visual Effects, Python, Lua, HLSL, C#, C++, Blender, Houdini, Gaea, Unity, Unreal, Godot, Roblox
Experience	Roblox / Principal Technical Artist September 2020 - PRESENT, Seattle, WA
	Developed functional prototypes of procedural terrain and biome workflows that enable and delight novice builders
	Built and trained deep ML models to generate elevation and biome density masks for use in procedural terrain generation.
	Developed a real-time volumetric cloud system that scales across all Roblox devices
	Updated Roblox platform materials to be PBR-compliant and compatible with fully procedural, Substance Designer based workflows
	Unity / Senior Technical Artist
	June 2018 - August 2019, Seattle, WA
	Developed a suite of GPU accelerated terrain brush tools for the TerrainTools package, including physically simulated hydraulic, thermal and aeolian erosion brushes
	Created terrain datasets using Houdini & Python to train generative AI
	Collaborated with an international team to build the VFX Graph Tool
	Co-presented VFX Graph at Unite 2019 to an audience of thousands
	Bungie / Art Lead - VFX Lead - Senior VFX Artist - VFX Artist 2009 - June 2018, Seattle, WA
	Art Lead on Destiny Warmind DLC (Vicarious Visions)
	VFX Lead on Destiny 2 + Expansions
	Senior VFX Artist on Destiny 1, Halo: Reach, Halo: ODST
	Volition / Tools Programmer / Technical Artist / VFX Artist 2009 - June 2018, Seattle, WA
	Lead VFX Artist on Red Faction: Guerrilla
	Technical Artist on Saints Row
	Tools / Generalist Programmer on The Punisher

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Education	University of Illinois / Computer Science - Mathematics Fall 1997 - Spring 2002, Champaign, Illinois
	Focus in Computer Graphics
Awards	VES - Outstanding Real-Time Visual Effects in a Video Game (Halo: Reach)
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Speaking Engagements	Unite 2019 - VFX Graph Unveiling
	GDC 2020 - Terrain Tools (Unity)
	University of Washington, 2020 - Guest Lecture "Math for Visual Effects"