

# Morgan Templeton

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## Tools

### 3D Modelling

Substance Painter  
Substance Designer  
Maya  
Z-Brush

### Engines

Unity  
Unreal Engine

### Other

Adobe Creative Suite

## Programming

### General

C#  
C++  
Blueprints  
Java  
JavaScript

### Shaders

PBR Shaders  
HLSL/GLSL  
Niagara/VFX  
Shader Graph

## EXPERIENCE

October 2022 – Current

### Technical Content Operator | NantStudios

- Controlled the LED wall's content and adjusted the digital environment to fit the physical set.
- Developed the Pixera effects pipeline which decreased production downtime while achieving greater results.
- Created tools and shaders that complemented the Director's artistic visions.

September 2021 – October 2022

### Technical Artist | Quantum Soup Ltd.

- PBR and vertex shaders were developed to improve the IP's visual aesthetic.
- Developed key game-play mechanics to link various game elements.
- Established the pipeline to synchronize haptic feedback, VFX, and SFX

June 2021 – September 2021

### Technical Artist | Freelance

- Developed tools for quick development and prototyping.
- Master shaders were developed to give users more control and improve the aesthetic appeal of effects.
- Created small props, 3D structures, and tools for placing and spawning them.

## PROJECTS

June 2023 – July 2023

### I don't have another quarter | Shaders, Niagara

- Designed a lightweight liquid shader that fits inside a glass.
- Created a simple but quirky sequence to demonstrate.
- Focused on having as low of a shader complexity as possible.

September 2021 – January 2022

### Material Breakdown: Fabric/Cloth | Shader Graph, Unreal, Maya, Research

- Investigated methods for rendering Lambertian spheres in order to enhance texture, fuzz, illumination, and density of cloth.
- Built a layered approach that permits controls over colour, pattern, metallic, and transparency.