



Conor Behrens

Technical Artist

Conor Behrens is a technical artist specializing in game asset production, optimization, shader design, and fashion visualization.

Proficient with Unity, Unreal, Maya, Blender, Marvelous Designer, Substance Painter/Designer, Adobe Creative Suite, and GitHub.

Moderate experience with C# for technical art prototyping.

artstation.com/skuwid

cdbehrens96@gmail.com

Experience

Remote Control Media (2022-2023)

Technical Artist

- Technical art production, implementation, and optimization.
- Designing animated shaders and modeling game assets for interactive game element prototyping.
- Unity development for integrating artwork upgrades and sideloading onto tablet devices.
- Profiling and optimizing assets to test constraints of tablet hardware and verify that artwork can run efficiently.
- Consultation for best practices and approaches for designing, implementing, and optimizing art assets.
- General repository management to maintain clean workflow & efficient merging of artwork and technical art features

CareerMD (2019-2021)

Project Manager, Junior Designer

- Programmed and designed interactive website landing pages for clients hiring for medical and healthcare practices.
- Project management for frontend web design, marketing, and promotional material production.

Pratt Game Lab (2018-2019)

Unity Developer

- Unity development for prototyping, level design, and environmental design.
- Responsive and dynamic user interface design.

iD Tech - NYU (2017-2018)

Instructor

- Led and instructed courses on 3D modeling and 3D printing to classes of high school students using Maya.
- Led and instructed courses on game design to classes of high school students using Unity and C#.

Education

Parsons School of Design (Graduated May 2019)

- BFA in Design & Technology
- Game Design Concentration