

Conor Behrens



Technical Artist

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

Blender



Unity



Adobe Creative Suite



Maya



Marvelous Designer



GitHub



Substance 3D



Unreal



C#



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Experience

Peloton Lanebreak (2022-2023)

Technical Artist

- Technical art production, implementation, and optimization.
- Designed animated shaders and modeled game assets for interactive game element prototyping.
- Unity development for integrating artwork upgrades and sideloading onto tablet devices.
- Profiled and optimized 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, Unreal, and C#.

Education

Parsons School of Design (Graduated May 2019)

- BFA in Design & Technology
- Game Design Concentration