David W Miller

Senior Technical Artist and Pipeline Developer

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Technical Artist and pipeline developer specializing in Unreal Engine real-time production, virtual production and pipeline automation. Delivered 100+ engineering solutions and 70+ pipeline integrations, including development of the AYON Unreal Engine plugin and production asset pipeline used across multiple projects. Known for bridging creative and engineering teams while building scalable tools, render infrastructure, and automation that improve production efficiency.

EXPERIENCE

Technical Director | Oct 2017 - Mar 2026
HALON Entertainment

Supported Fortnite and final pixel cinematics, virtual productions, stage capture, previzualisations and VR toolkit development. Provided critical technical support across 11 major productions, contributing materials, crowd sims, optimizations and cross-team technical leadership.

- Developed AYON Unreal Engine plugin and addon for production asset management pipeline.
- Completed +100 engineering tickets from bugfixes in Maya or Unreal to Python tool refactors and migrations.
- Authored standardized PBR materials and pipeline tools used across the studio on all projects, saving artist time and effort.
- Managed delivery of numerous Unreal Engine cinematics, trailers and software packages for film, games and demos.
- Provided troubleshooting support for artists via Engineering Jira ticketting for fixing local machine, software and art issues.
- Built Metahuman export and import tools for supporting Maya to UE workflows.
- Setup and managed AWS Deadline render farm, freeing up precious artist time and effort.

Engine Artist & Game Dev | Feb 2017 - Aug 2017
MatterVR

- VR game development with Unreal Engine to produce Wonders of the World for GearVR.
- Built multiplayer tabletop minigames in BP & C++, featuring historical games Knucklebones, Nine Men's Morris and Senet.
- Managed Questline integration and testing, source control administration and build configuration for packaging.

Distance Learning Production Group | Aug 2011 - Oct 2016
Johnson Space Center, LZTechnology/GHG Corp

- Team member of Online Training Development for classroom-led instruction modules, configuring detailed CBTs for the web.
- SharePoint Development & Administrator, customizing pages across the division using SharePoint Designer & C#.
- Coded training resource pages for NASA intranet desktop & iPad for use by flight instructors and astronauts.

EDUCATION

M.A. Digital Media Studies / University of Houston | Dec 2016
Compositing, Illustration, 3D Modelling & Animation

B.A. Communications / University of Houston | May 2011
TV Production Studio, School Newspaper & Magazine

A.A. San Jacinto College | May 2007
Microbiology, EMT-B and CPR Certification

SKILLS

Unreal Engine 4.0~5.8 Blueprints, Python Scripting, C++ Development, Materials & HLSL Shaders, Autodesk Maya MEL, M.A.S.H, Bifrost, 3D Sculpting in Autodesk Mudbox & ZBrush, Environment Art in SideFX Houdini, Texuring in Adobe Substance 3D/Designer/ Painter, Photoshop, Illustrator, InDesign, Vicon Shogun, Perforce Helix Core, Git, GitHub Actions, Shotgrid, SyncSketch, Docker, PyQt/ PySide, PIL, FFMpeg, REST & CRUD APIs, PyCharm, Jira, Confluence, Slack Workflows, Visual Studio & VSCode, AWS Deadline, Jekyll, React, SharePoint, Articulate Storyline.