


# Nick Pfeiffer

## Tools Programmer

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Creative Tools Programmer with a strong passion for creating efficient, user-friendly software solutions. Highly organized and detail-oriented professional great at collaborating closely with end users to understand their needs and challenges. Skilled in designing tools that enhance productivity and user experience.

## Work History

2022-07 - Current

### ● Tools Programmer

*Hi-Rez Studios, Alpharetta*

- Worked closely with art departments on their needs to find solutions to help them become more productive and efficient.
- Created a new CI and release management system using Perforce streams alongside other Tools Programmers.
- Responsible for maintaining a toolset with multi-game support. Uses range from Shotgun integration to SQL database automation.
- Managed various internal web applications for player-facing game data as well as stood up build processes inside of TeamCity for new games.
- Worked on engine-side functionality to debug and improve our asset cooking process.

2021-01 - 2022-07

### ● Technical Artist

*Hi-Rez Studios, Alpharetta*

- Created complex animation trees inside the game engine to facilitate character movement and action in game.
- Developed and maintained toolsets for multiple departments, allowing users to automate large manual data entry processes. Additionally created many auditing and performance checking systems for in-game assets which included a tool to decompile engine assets outside of the game engine.

2019-01 - 2021-01

### ● VFX Artist

*Hi-Rez Studios, Alpharetta*

- Responsible for creating realtime VFX for character skins in a stylized MOBA environment
- Created departmental tools to help other artists with daily tasks.

2016-08 - 2019-01

### ● FX Artist

*Scanline VFX, Vancouver*

- Responsible for creating various Dust/Fire/Explosion and Water simulations on a proprietary fluid solver
- Scripted tools in an existing pipeline to help artists work faster and improve overall workflow

2015-12 - 2016-07



### **FX Artist**

*Falcons Creative Group, Orlando*

- Created various rigid body simulations using Houdini for multiple ride shows
- Worked hand in hand with the pipeline team to build tools for other artists

2015-06 - 2015-08



### **Compositor**

*Awesome Incorporated, Orlando*

- Keyed blue screen plates using Nuke
- Approved and delivered shots to the client
- Scripted tools to automate shot setup resulting in increased employee productivity and overall workflow improvement

2015-05 - 2016-05



## **Education**



### **Certificate: Technical Development And Tools**

*Technical Director Transformation Course - Online*

Designed tools in 3ds Max to facilitate creating film fx.

2014-04 - 2015-04



### **Diploma: Visual Effects**

*Digital Animation And Visual Effects School - Orlando, FL*