

# Dimitri Frazao

Software Engineer

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## About

Software Engineer and Technical Artist with 12+ years of experience in the games industry.

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## Experience

### Amazon Games | Software Engineer | November 2022 to present

- Worked on exposing Lumberyard Timeline creation to our Python API (C++, Python).
- Created an asset manager and test framework between DCCs, Unreal and Perforce.
- Worked on a server plugin to allow DCCs to access Unreal using HTTP requests.
- Developed a character customization pipeline between Maya and Unreal Engine 5, created a custom Maya plugin node to emulate the in-game behavior, created a tool that exports the data from Maya to Unreal 5 (Python, PySide, C++).
- Worked on a new pose interpolation node plugin for facial rigs (Python API).

### Amazon Games | Senior Technical Artist | November 2020 to November 2022

- Developed new tools to support the character and animation teams (C++, Python).
- Created and documented our new character pipeline between Maya and Unreal 5.
- Worked with outsource teams to improve the character rigging process.
- Interviewed and hired Technical Artists on different teams across Amazon.
- Managed the code review process among Technical Artists.

### Lion Shield | Software Engineer | June 2019 to November 2020

- Implemented new gameplay features and fixed bugs in Unity (C#).
- Worked closely with designers and engineers to iterated new ideas.
- Ensured new work fits flawlessly within the existing codebase through code review.
- Worked on a keyboard configuration system that allow players to store their keyboard settings.
- Created a new game unit that works seamlessly with other game units.

### 343 Industries (Microsoft) | Technical Artist | June 2018 to November 2020

- Developed and maintained vehicle, weapon, and face rigs for Halo Infinite (PC and Xbox).
- Assisted modelers and animators in overcoming technical challenges.
- Developed new tools in Python, fixed bugs, integrated unit tests and participated in code review.
- Took over the face rig pipeline and worked with different teams to implement a new face rig.

## **Giant Squid Studios | Technical Artist | September 2014 to June 2018**

- Developed the character and animation pipelines between Maya and Unreal 4 (C++, Python).
- Created a modular metadata rig tool to create various creature rigs from whales to giant squids.
- Worked on gameplay logic and cutscenes using Unreal blueprint.
- Created a texture map tool between Maya and Photoshop (Python, Javascript).
- Created materials and particle effects in Unreal 4.

## **Big Red Button | Technical Artist | October 2011 to September 2014**

- Developed character and animation pipelines between Maya and Cryengine (C++, Python).
  - Helped develop our modular metadata rig system to create various humanoid rigs.
  - Worked on complex cartoony face rigs without non-uniform scale (Cryengine limitation).
  - Wrote various Python tools such as rig builder, rig importer, prop loader and animation exporter.
  - Developed a cinematic pipeline to export characters and cameras from Maya to Cryengine.
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### ***Education***

#### **Eastern Oregon University | Fall 2022**

B.S. in Computer Science (in major GPA: 3.74)

### ***Skills***

**Autodesk Maya:** Pymel, PySide, C++ & Python API.

**Unreal 5:** Python, C++ and Blueprint nodes.

**Unity3D:** C#.

**Web:** HTML, CSS, Javascript/Typescript, React, NodeJS, Express, SocketIO, Java, Apache2, Tomcat, Python, Flask and Django.

**Database:** MySQL and mongoDB.

**Version Control:** Perforce and Git.

**Graphics:** OpenGL and WebGL.

**Audio:** HTML5 web audio API.

### ***Shipped Games***

|                    |                |      |
|--------------------|----------------|------|
| New World          | Amazon Games   | 2023 |
| Halo Infinite      | 343 Industries | 2021 |
| Kingdoms & Castles | Lion Shield    | 2020 |
| The Pathless       | Giant Squid    | 2018 |
| ABZÛ               | Giant Squid    | 2016 |
| Sonic Boom         | Big Red Button | 2014 |
| Unfinished Swan    | Giant Sparrow  | 2012 |

### ***Interests***

Game development.

Web development.

Graphics and Audio programming.

Data structures and Algorithms.

Coffee.