Justin Strawn

3D Experience Designer, Implementer
San Francisco Bay Area, CA

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Summary of Qualifications

Talented 3D Experience Designer and Technical Artist who is also very familiar with Prototyping, Pipeline Development, Systems Design, Environment Art, and many other aspects of creating a game or interactive product. Experience pushing the boundaries of mobile platforms. Specializes in 3D. Can quickly learn (or create) new tools, techniques, and processes needed.

Highly Skilled	Proficient
Unity3D, C#	Substance
Maya, Python	3Ds Max
Photoshop	Zbrush
Objective C, SceneKit	Radiant (IW 3.0 Engine)
Houdini	Creation Kit, G.E.C.K. (Gamebryo Engine)
Keynote, Powerpoint	Hammer (Source Engine)
Unreal Engine	After Effects & Premier
	C++, Swift

Employment

Apple (Corporate) Maps Team. April 2012 - Present; 3D Technical Artist & UX Designer

UX Designer
- Lead designer (DRI) on several major features in Apple Maps, released and unreleased, including Lane Guidance and Smart Camera, Maps navigation improvements.
- Full-stack UX Design, starting a project from an idea, prototyping, pitching to executives, designing all edge cases, working with engineering to implement correctly, testing, helping marketing create slides for public presentation, and gathering feedback for further improvements after release.

3D Prototyper
- Prototyping with game engines to think outside the box for new product ideas, including VR and AR.
- Creating interactive prototypes to demonstrate designs to the greater design and engineering teams.
- Learning the client codebase to prototype features directly in the final product to show it all working together.
- Creating prototyping systems in Unity, Maya, and other tools that promote quick iteration, fast content creation and manipulation, user-friendly customization of properties, and reusable frameworks.

Technical Artist
- Proposing innovative techniques to solve complex problems given short time constraints, involving cutom shaders, pre-calculated vertex attribution and packaging, mesh and texture compression, and custom binary formats for geometric content.

Pipeline Development
- Python pipeline tool development, automating processing of data and connecting Maya, Unity, and proprietary tools.

- Collections of frameworks, scripts and utilities to help non-technical designers work with data in different coordinate systems.

International field testing in China and Japan
- Testing maps products to validate expected behavior and suggest region-specific changes.
- Representing Apple at business partners based in China.

Patents
- Polygonal Routing ([9823079](#)), Issued.
- Filed 4 additional, pending patent applications for unique technology and design.

Additional Experience

3D Printed Sea Otter Tag (Personal Project)
Co-Designer, 3D Modeler – Designed a plastic tag to contain a chip used to track Sea Otter migration. Design had to account for tension in certain bending points, electric component dimensions, and size constraints based on anatomy of an Otter flipper.

3D Printed Drone (Personal Project)
Designer – Took a pre-existing design of a 3D printable drone and modified it heavy, accommodating additional electronic components for the purpose of teaching myself how to communicate wirelessly between multiple hosts. Used Raspberry Pi, Python, Bluetooth, RF transmitters.

3D Printed Artwork (Personal Project)
Artist, Designer, Implementer – Developed a pipeline in Python and Maya to ingest datasets and convert it into a 3D format, for artistic manipulation. Also wrote an accompanying visualizer in Unity to preview and send custom configurations directly to the 3d printer by modifying machine code.

Education

Ex'pression College for Digital Arts, Emeryville, CA - *2008 - 2011* Bachelor of Applied Science, Game Art & Design

Hobbies: Backpacking, Traveling, Snowboarding, 3D Printing.

Member of the International Game Developers Association. References available upon request.