

ADEN THOMPSON

TECHNICAL ARTIST

adenthompson.artstation.com • github.com/aden-tt • linkedin.com/in/adentt • aden.t.thompson@gmail.com • Orlando, FL

SOFTWARE

TOOLS: Unreal Engine, Unity, Git, Perforce, Maya, Substance Painter & Designer, Photoshop, RenderDoc

CODE: Python (PySide/Qt), C/C++, C#, Blueprints, HLSL, OpenGL, JavaScript

SKILLS

- Advanced Material / Shader Creation
- Niagara systems and general VFX creation
- Editor Utility Widgets, Blueprint Tooling
- Asset management and source control
- Performance profiling / optimization (Unreal Insights, RenderDoc)
- Python scripting and automation (Maya, Substance, Windows)
- Gameplay programming / prototyping (Blueprints, C++, C#)
- VR/AR/MR development (AR Foundation, Meta, XREAL)

EXPERIENCE

TECHNICAL ART INTERN

MAY 2026 – PRESENT

Limbitless Solutions

Orlando, FL

- Engineering therapeutic videogames for children with bionic limbs in Unreal Engine 5
- Built a C++/Python UE5 plugin with Editor Utility Widgets to automate project setup with exposed controls for designers
- Profiling and optimizing rendering performance using Unreal Insights and RenderDoc
- Reducing Android visual artifacts by diagnosing and resolving cross-platform shader compilation errors
- Designing real-time gameplay visual effects using Niagara particle systems and custom Scratch Pad modules
- Building advanced UE5 materials using Substance Designer, custom HLSL, and Photoshop mask workflows
- Prototyping gameplay mechanics with engineers using Blueprints and C++

XR RESEARCH INTERN

JAN 2026 – APR 2026

UCF Synthetic Reality Lab (SREAL)

Orlando, FL

- Developed interactive XR simulations for Meta Quest and XREAL hardware using Unity for the Office of Naval Research
- Engineered a mixed-reality interactive map using Cesium and Google Maps API to stream live geospatial data
- Implemented 6DOF spatial tracking, spatial anchors, and image tracking to ground virtual objects in real-world
- Used Photon PUN 2 to network devices, enabling real-time synchronized updates to the shared virtual map across users
- Authored technical documentation covering project structure and setup procedures for future researchers

UI PROGRAMMER / 3D ARTIST (Volunteer)

JAN 2025 – APR 2025

Keytaur Studios

Orlando, FL

- Migrated UI systems from TextMeshPro to Unity UI Toolkit in C#, rebuilding the main menu, lobby, pause menu, and HUD
- Modeled and textured 15+ low- to mid- poly assets using Maya and Substance Painter
- Designed UI elements using Figma and Adobe Illustrator, including buttons, modals, and menu screens

LEADERSHIP

PRESIDENT

SEP 2025 – PRESENT

UCF Game Development Club ("GameDev Knights")

- Led a 6-officer board to grow a 400+ member org; ran 4 jams, 12 workshops, 6 socials, and launched a team project
- Designed and led technical workshops on version control for artists, Python scripting, and shader development
- Secured \$15K in sponsorship funding to subsidize a 20-student trip to GDC while coordinating flights, hotels, and badges

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA – COMPUTER SCIENCE B.S.

EXPECTED GRADUATION AUG 2027

HARD EDGE GAMES TECHNICAL ART MENTORSHIP

JAN 2026 – DEC 2026