

LANE PARRISH

Technical Artist

CONTACT

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EDUCATION

Texas A&M University, College Station, TX
Bachelor of Science in Visualization, 3.9 GPA, Graduation in Spring 2026

SKILLS

Software:

- Unreal Engine 5
- Houdini
- Maya
- Adobe After Effects
- Version Control (Perforce, Git)

Creative/Technical:

- Python, VEX, C++, GLSL
- Unreal Engine Blueprints
- VFX: Particles, Pyro, RBD, & Vellum
- Lighting, Rendering, & Compositing

Interpersonal:

- Adaptability
- Problem Solving
- Communication
- Teamwork
- Time Management

WORK EXPERIENCE

Electronic Arts (EA Sports) – Technical Artist Intern, May - August 2025

- **Quickly adapted** to an unfamiliar game development pipeline while strengthening **scripting and tool development** skills.
- Adapted an existing **user setup validation tool** to suit EA's American Football Franchises' pipelines, resulting in **reduced troubleshooting times** and **boosted artist productivity**.
- Developed a suite of **asset validation tests** to identify misconfigured, unused, or potentially problematic game assets, **lowering common production issues**.

STUDENT WORK

Eclipsed (Animated Short Film) - 15-week project, Fall 2025

- **Lead VFX artist** and **project manager** over a team of 8; assisted with rendering.
- **Oversaw project progress** and **managed timelines** for all roles. Created VDB simulations and workflows for rendering in **Houdini** and **Maya** using **RenderMan**.

To Kill a Hummingbird (Animated Short Film) - 15-week project, Fall 2024

- Created with a team of 6. Lead in **lighting, VFX, rendering, and compositing**; assisted in layout, modeling, and story.
- Learned the **Houdini to Unreal workflow**, rendering using the render graph in Unreal Engine 5, and compositing in Nuke.

Turtle Brew (Video Game) - 15-week project, Fall 2023

- Worked within a team of 5. Lead in **scripting, development, and layout**; assisted with modeling and surfacing.
- Utilized **Unreal Engine 5's blueprints** to create several unique minigames.

SHOWCASED WORK

- **Visualization Fall Show 2023**, December 2023 - Two life drawing pieces.
- **Viz-A-GoGo 31**, May 2024 - *Haunt-spitality* and *Turtle Brew*.
- **Visualization Fall Show 2024**, December 2024 - *To Kill a Hummingbird*.
- **Viz-A-GoGo 31**, May 2025 – *The Cube*.
- **Visualization Fall Show 2025**, December 2025 - *Eclipsed*.

EVENTS/ AWARDS

Events:

- GigaJam 2024 - 36-hour creative competition - Participant.
- Chillennium 2024 - 48-hour student game jam - Student Volunteer.

Scholarships:

- Ollege & Minnie Morrison Foundation Scholarship.
- Webster Education Foundation Scholarship