

RUBEN TAVARES

Cypress, TX 77429 | (760) 595-5520 | rubenlt@gmail.com | [LinkedIn](#) | [Portfolio](#)

Senior Technical Artist

Senior Technical Artist with 22+ years shipping AAA titles including Red Dead Redemption 2, Grand Theft Auto V, and EA's Skate. Specialist in procedural Houdini pipelines, real-time 3D tooling, and tools engineering that scales art teams of 5–50+. Proven track record architecting studio-wide systems that improve generation speed, cut memory overhead, and translate art direction into shippable technology. Comfortable across Houdini, Unreal, Unity, and Python tooling — with hands-on experience building internal tools and a published AI-assisted SaaS product (OmniLancr.com).

Core Skills

Procedural Tooling: Houdini, HDA / VEX / Python, PySide2, Viewer State (VSM) framework, procedural pipelines

Real-Time Engines: Unreal Engine 5, Unity3D (C#), PBR shader authoring, custom HLSL nodes, Substance Designer

Pipeline & Tools: Python, PySide2/Qt, photogrammetry pipelines, LOD/HLOD systems, asset optimization, automation scripting

Production: Cross-functional collaboration with Art Direction, Tech Direction, and Engineering; mentoring and team-scaling

Adjacent: Next.js / TypeScript / React, Supabase / Postgres, Stripe, Anthropic API (used in shipped side project)

Experience

ELECTRONIC ARTS (EA), FULL CIRCLE STUDIO – Remote

May 2021 – March 2026

Senior Environment Artist II (Procedural Technical Art Focus)

SKATE. – Cross-Platform 2026

- Architected a ground-up procedural building generator in Houdini, enabling a team of 5+ artists to produce 200+ high-quality assets while maintaining strict optimization and Art Direction fidelity.
- Partnered with Technical Directors and Senior Engineers to refactor procedural logic, delivering a foundational architecture that improved generation speeds by 70% and reduced memory overhead by 40%.
- Developed and maintained a scalable Houdini pipeline for 32 unique building kits, ensuring technical stability and performance across the project's entire architectural library.
- Collaborated with Art and Technical Directors on initial VisDev, translating artistic vision into technical specifications to define the project's procedural architectural style for 4 distinct urban biomes.

LIVELIKE VR – Remote

October 2015 – May 2021

Senior Technical Artist & Environment Artist

FOX VR, ROLAND GARROS VR, MLS VR, SKY VR and others – GearVR and Oculus 2015-2021

- Engineered the end-to-end 3D art pipeline for mobile VR (GearVR/Oculus), delivering 10+ high-fidelity environments for global brands including FOX, Sky, and Roland Garros while maintaining a rock-solid 60 FPS on early mobile chipsets.
- Developed custom shaders and automated optimization workflows that reduced draw calls by 40% and texture memory usage by 50%, enabling complex social VR environments to run on hardware with limited thermal overhead.
- Architected the in-engine visuals for the flagship social sports platform, winning the 2016 TechCrunch "1st and Future" Award and scaling the app to support 4 concurrent users in shared 3D spaces.

Self-Employed – Cypress, TX

February 2015 – October 2015

Unity Technical Artist & Senior 3D Artist

CONTRACT PROJECTS – PC & Mobile

- Delivered end-to-end 3D asset pipelines for a diverse range of PC and mobile contracts, encompassing high-fidelity character modeling, environment design, and custom material authorship.
- Engineered custom C# scripts in Unity to automate asset integration and streamline build maintenance, reducing manual iteration time by 50% across multiple cross-platform projects.

ROCKSTAR GAMES – Carlsbad, CA

October 2005 – February 2015

Senior 3D Environment Artist & Lighting Artist

RED DEAD REDEMPTION 2 – PS4 2018

- Engineered high-quality terrain "vertical slices," establishing the technical and aesthetic benchmarks for procedural terrain that met 100% of design requirements without performance regression.
- Pioneered the studio's photogrammetry workflow, developing the foundational pipelines for high-fidelity asset creation and PBR material/shader standards used across the team of 50+ environment artists.

GRAND THEFT AUTO V – PS3 2013

- Owned the end-to-end creation of 15+ high-density urban blocks, managing everything from initial layout to final optimization for a seamless, streaming open-world experience.
- Architected the LOD and HLOD systems for entire environment sectors, maintaining a consistent 30 FPS on PS3 hardware while maximizing draw distances and visual fidelity.

RED DEAD REDEMPTION – PS3 2010

- Partnered with the Lighting Lead to bridge cinematic vision and hardware constraints, optimizing the lighting pipeline for 12+ major gameplay regions and 30+ high-fidelity cutscenes.

MIDNIGHT CLUB: LOS ANGELES – PS3 2008

- Partnered with the Design Team to iterate on high-speed urban layouts, balancing complex racing mechanics with dense city environments to ensure zero-hitch performance (30+ FPS) during 100+ MPH gameplay.

PAPAYA STUDIO – Irvine, CA

October 2002 – October 2005

3D Artist

LARRY BOY AND THE BAD APPLE – PS2 2006

- Crafted stylized environment art and lighting, delivering 4+ high-fidelity levels while ensuring 100% adherence to the project's unique visual style and PS2 performance limits.

TAXI DRIVER – PS2 (Canceled)

- Modelled, textured, and lit over 60% of the urban environment for *Taxi Driver* (PS2), managing dense architectural assets within the era's strict vertex and texture memory budgets.

Education

Bachelor's Degree in Media Arts And Animation

Art Institute of Atlanta - GA