

# Ashley Aucoin

## Senior Technical Artist



Jacksonville, FL

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### SUMMARY

Senior Technical Artist specializing in real-time content pipelines, production tooling, asset ingestion, proprietary systems, and AI-assisted workflow R&D. Experienced across Meta Avatars, VR, mobile, and game development, with a focus on automation, technical validation, and scalable artist-facing workflows.

### EXPERIENCE

#### Meta, Remote — Senior Technical Artist

November 2024 – Present

- Ingested, validated, and implemented real-time art assets for Horizon Mobile, VR, and Meta Avatars pipelines, including clothing, props, rewards, material variants, LODs, skinning, animation data, and asset assembly.
- Built and maintained a 2,000+ line internal ingestion tool ecosystem, improving recurring asset workflows by ~35–40% and saving an estimated ~1,740 hours / ~\$113K annually for a 3-person team, with additional scalable impact across larger asset pipelines.
- Designed AI-assisted asset creation workflows for mobile and VR content, increasing prop production throughput from ~2 assets/day to ~5 assets/day through concept generation, mesh cleanup, retopology, UVs, texturing, and art-direction matching.
- Tested and documented vendor-facing tools and pipelines, providing technical feedback, bug reports, user guides, and onboarding support to help external partners become more self-sufficient.
- Created example assets, style guides, technical documentation, and pipeline process guides to support junior artists, internal teams, and external development partners working within complex proprietary systems.

#### Something Wicked Games, Remote — Technical Animator

December 2023 - March 2024

- Created batch retargeting scripts and workflows for large animation libraries, reducing manual reference replacement and significantly speeding up retargeting across characters.
- Led R&D for real-time character animation systems, including cloth simulation, motion matching locomotion, and MetaHuman retargeting workflows in Unreal Engine 5.
- Designed and implemented custom technical animation tools and artist-facing GUIs to support complex character rigging workflows.
- Partnered closely with animators, riggers, and the art director to develop new rigging systems, troubleshoot production blockers, and improve animation efficiency.

#### Health Scholars, Westminster CO — Senior Technical Animator

February 2020 - August 2023

- Designed and maintained animation, rigging, and art pipeline workflows for Unity-based VR training products.
- Built automated rigging tools with PyMel/PySide2, including animator picker GUIs and utilities that supported shipment of 15 VR titles in 3.5 years.
- Created facial animation batching tools that reduced production time by over 80%.

### EDUCATION

#### Louisiana State University, Bachelor's — Digital Art

August 2014 - May 2018

- Minor in Digital Media & Engineering | Dean's List, Spring 2016–2018

### SOFTWARE

Maya  
Horizon Editor  
Unity  
Unreal  
Perforce/UGS  
MetaHumans  
Git  
Houdini  
ZBrush  
Substance Painter  
Advanced Skeleton  
mGear  
FaceCap  
Faceware  
Speech Graphics  
Xsens  
Rokoko  
Adobe CC  
Blender  
Workflow Automation

### SKILLS

Tech Animation  
Pipeline Tools  
Character Rigging  
Motion Capture  
Asset Optimization  
Procedural Content  
Generation  
VR/AR  
3D Modeling  
Asset Ingestion  
AI-Assisted Workflows  
R&D  
Documentation

### SCRIPTING

Python C++  
PyMEL C#  
MEL TypeScript  
PySide2  
Blueprints