Emily Haldeman
Technical Artist / Unreal Engine TD

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Portfolio: EmilyHaldeman.com

Virtual Production

Optic Sky Productions
VP Supervisor / Engine Operator   May 2021 - Current
- Oversee asset creation and development, manage and operate virtual production projects using nDisplay and Unreal Engine

Virtual Production Group
Engine Operator / LED Stage Build Consultant   May 2022 - June 2022
- Consult on hardware needs for building an LED stage
- Operate and troubleshoot Unreal Engine on set

Rochester Institute of Technology
VP Supervisor - EVT Promo   March 2021 - May 2021
- nDisplay setup, Unreal Engine operation and management for a promotional spot for RIT's Electric Vehicle Team

Virtual Production Consultant   Aug 2021 - Jan 2022
- Guided creation and instruction of a class on virtual production workflows and engine operating

AR/VR

Optic Sky Productions
Emerging Tech Production Lead   July 2020 - Current
- Direct asset creation and development, project and team management

AR/VR Developer & 3D Generalist   May 2019 - Current
- Create augmented reality and virtual reality experiences within Unreal Engine, Snapchat Lens Studio, and Spark AR

Rochester Institute of Technology

Adjunct Faculty Instructor   Jan 2020 - May 2021
- Created and taught a course on developing for AR and VR in the School of 3D Digital Design

Education
Rochester Institute of Technology '19
Bachelor of Fine Art in 3D Animation
Rochester, NY