

Mia Schuler

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Education

University of Wisconsin - Stout - Menomonie, WI - [09/2022 - 05/2027]

GPA - 3.89

Bachelor of Fine Arts - Game Design and Development - Art

Bachelor of Science - Computer Science

Minor in Mathematics

Experience

Lead Technical Artist - [01/2026 - Present]

Virtual Ghoul

Developed pipeline standards and tools to ensure an optimized flow of assets

Optimized an Unreal Engine 5 environment to support VR systems

Established clear communication between the art and development teams

Technical and VFX Artist - [09/2025 - 05/2026]

Gatorilla Games

Collaborated on a team of fifteen over the course of six months to develop a 3D game

Designed and implemented assets into Unreal and implemented animation trees

Applied agile methodology/scrum management to set and complete tasks

Software Development Intern - [06/2025 - Present]

CTech Manufacturing

Integrated optimized assets into the development environment

Ensured compatibility and proper functionality of assets using Node.js

Applied animations to 3D assets within the online configurator to enhance interactivity and engagement using Three.js

Followed best practices and established coding guidelines to maintain code quality and efficiency

Project Manager and Technical Artist - [09/2024 - 12/2024]

The Last Fold

Collaborated on a team of nine over the course of three months to develop a 3D game

Designed and implemented assets into Unreal and implemented animation trees

Applied agile methodology/scrum management to set and complete tasks

Involvement and Extra Experience

Vice President - [05/2025 - Present]

International Game Developers Association - UW-Stout Chapter

Commissioned Artist for The John Rylands Library - [05/2026 - 07/2026]

University of Manchester Library

Software

Unreal Engine

Unity

Maya

Blender

Photoshop

Substance Designer /

Painter

Illustrator

Indesign

Houdini

Languages

Java

Java Script

HTML

C++

SQL

C#

Python

VEX