

Ruby V. Loudin

SENIOR TECHNICAL ARTIST | ANIMATOR | GAME DEVELOPER

CONTACT

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FIND ME ONLINE

- LinkedIn
- Twitter
- Personal Website
- GitHub
- Instagram

SKILLS

- Technical Art & Pipeline Tools
- 2D Animation & Motion Graphics
- Particle & Splash Effects
- Shader Programming (GLSL)
- Game Development & Scripting
- 3D Modeling
- Illustration & Painting

SOFTWARE & TECH

Engines & Frameworks

Cocos Creator, PIXI.js, Spine 2D (incl. Spine API)

Languages

JavaScript, GLSL, SQL, ActionScript 2

Adobe CC

Photoshop (scripting), After Effects, Illustrator, Animate/Flash, InDesign

3D

Maya, Blender

Dev & Cloud

VS Code, GitHub, Azure DevOps, SourceTree, AWS (EC2)

EDUCATION

Bachelor of Science

Art Institute of Las Vegas
2011

Capstone: *Shadow of the Fallen King*
Action Adventure

STRENGTHS

Positive · Bold · Innovative · Quick Learner · Self-Motivated · Objective-Driven · Time-Oriented

PROFILE

Senior technical artist with 15+ years in casino game development and, more recently, web and mobile games. Started in animation and grew into a hybrid of art, code and pipeline tooling: animating, scripting tools, writing shaders, and building games end to end. Always learning, and eager to work in new engines, GDKs and tools, including AI where it makes sense.

EXPERIENCE

Artist Technical III

2020 – 2026

Everi

Web and mobile casino games built in Cocos Creator, working across art, development and technical art.

- Shipped games end to end as its sole animator, developer and technical artist.
- Wrote Spine API scripts that extended the team's animation pipeline and got more out of Spine.
- Built a Photoshop script that automates bitmap font generation, significantly speeding up a previously manual process.
- Taught myself legacy GLSL to write custom shaders for the engine, opening up new visual possibilities for our games.

Production Animator

2017 – 2020

MGT

Hired to animate in Flash; the role grew into technical art and game compilation.

- Compiled games in-house using internal tools and scripted in ActionScript 2.
- When Flash and legacy Adobe tooling reached end of life, moved to JavaScript and PIXI.js to code animated, effects-ready art into games.
- Regularly took projects from scratch to finish.

Animator

2015 – 2017

Kizzang Inc.

- Created motion graphics and frame-by-frame animation in Flash and After Effects.
- Worked with engineers, artists and stakeholders to brainstorm ideas and develop game animations from provided assets.

Multi-Media Tech

2012 – 2015

Bally Technologies

- Took artist assets, animated assets, added effects, and organized deliverables for developers.
- Built composite graphical assets for first- and third-party games, recreating effects and animations to match.

Game Designer

2011 – 2012

Bluhare Studios

- Game development, pitching, storyboarding, web development, GUI design, 3D modeling, animation, logo design and music composition.

PERSONAL PROJECTS

- Interactive web apps built with PIXI.js, hosted on a simple AWS backend.
- Discord bot features running on a personal EC2 server, using SQL for persistent, dynamic user interactions.
- Ongoing illustration and animation for fun.