

# Harrison Frisk

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(610) 763 - 2008 | friskhg@gmail.com | Canonsburg, PA

[HarrisonFrisk.com](http://HarrisonFrisk.com) | [linkedin.com/in/harrisonfrisk](https://linkedin.com/in/harrisonfrisk)

Technical artist with a focus in technical animation and pipeline tools. Passionate for the collaborative work environment, constantly striving to improve, and supportive team dynamics helping each other conquer greater challenges.

## Education

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B.S Games & Simulation; Minor in Computer Science – Miami University, Oxford OH

## Skills / Software

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- C#/Python/C++/Java
- Blender / Maya
- Unity / UE5
- Touch Designer
- 3D Rigging
- Unity Tools Development
- Linux (Ubuntu)

## Work History

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**Starbucks Barista** – Giant Eagle (Licensed Starbucks), South Fayette, PA

October 2025 - PRESENT

- Provided the “Starbucks Experience” to guests through high quality service and genuine connection
- Maintained Starbucks standards via severe attention to detail in beverage preparation and cleaning

**Technical Artist, Gameplay Programmer & Game Director** – Rearview Interactive; Oxford, OH

March 2024 - PRESENT (Side Hustle)

- Team Lead working in collaboration with 5 other game developers of varying disciplines
- Assisted in paired programming- prioritized critical features to meet deadlines
- Full rigging/animation pipeline for dynamic VR animation and keyframe animation

**IT Programming, Student Contract Worker** – 4Wall Entertainment, Oxford OH

January 2025 - May 2025

- Collaborative programmer for a control dashboard interface to be used in virtual production sets
- Node Red JSON programming, IP/TCP networking with 3rd party API's
- Assisted in live deployment / troubleshooting networking errors during live broadcasts

**Farm Hand** – Stone Church Acres, Finleyville PA

July 2021 - August 2023 (seasonal)

- Collaborated with others to complete tasks according to established schedules and protocols.
- Assisted in harvesting crops and preparing them for sale or storage