

Harrison Frisk

friskhg@gmail.com HarrisonFrisk.com linkedin.com/in/harrisonfrisk

Technical artist with a focus in technical animation and pipeline tools. Passionate collaborator in interdisciplinary work. Creates stylized rigs and graphics that emphasize the smaller details that bring the world to life.

Software:

Autodesk Maya | Blender | Unity | Unreal Engine | Linux

Programming Languages:

C# | Python | C++ | UE5 Blueprints

Skills:

3D Rigging | Animation Programming | VFX Graph / Niagara | Pipeline Tool Dev

Education:

B.S Games & Simulations, Miami University '25

Work History

Technical Artist & Producer – Rearview Interactive

March 2024 - PRESENT

- Responsible for Animation/VFX pipeline to achieve the art lead's artistic vision
- Identified optimization bottlenecks in graphics systems
- Negotiated production challenges pertaining to cutting features without sacrificing the artistic integrity of the project

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

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 2020 - 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