

MAAHI LIKHARI

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SUMMARY

UI Technical Artist with 3+ years of shipped AAA experience on **Halo Infinite**, **Skate**, and **Exobourne**, specializing in UMG widget implementation, Blueprint scripting (MVVM, event-driven architecture, widget binding), shader development, and UI performance optimization in Unreal Engine 5. Experienced in localization pipelines and accessibility standards across console and PC platforms.

TECHNICAL SKILLS

Game Engines: Unreal Engine 5, Unity, Frostbite, Slipspace

UI & Design Tools: Figma, Photoshop, Illustrator, Substance Suite

Shaders & Scripting: HLSL, GLSL, Blueprint scripting, Python

Blueprint Architecture: MVVM, event dispatchers, widget binding, Blueprint interfaces, material function libraries

3D Tools: Maya, Blender, Houdini

Source Control: Git, Perforce, TortoiseSVN

WORK EXPERIENCE

Sprung Studios | UI Technical Artist

Sep 2022 - Present

- Built a tabbed navigation system with stateful button logic in UMG, using Blueprint interfaces and event dispatchers to manage tab switching, active states, and data binding cleanly across panels.
- Delivered store page UI with dynamic widget population, stateful item display transitions, and reactive material feedback tied to player input and selection events.
- Wrote custom HLSL for 9-slice shader support, enabling resolution-independent UI borders and panels without texture stretching at any resolution.
- Developed shaders and materials for HUD elements, mission objective screens, hub and main menu layouts, and scoreboard displays using Material Parameter Collections, driving animated state transitions through Blueprint event dispatchers.
- Ensured localization across UI systems so text containers, font scaling, and layouts accommodated multiple languages and met accessibility standards on console and PC.
- Built and maintained a master material library with reusable material functions, eliminating redundant shader variants and accelerating iteration across projects.
- Collaborated with engineers and artists to define UI pipelines, debug bugs, and resolve technical challenges; authored documentation and shader breakdowns to standardize workflows.

CAD Makers | Technical Artist

Jul 2021 - Feb 2022

- Created PBR shaders and materials for real-time architectural visualizations in Unreal Engine, achieving accurate surface response and lighting realism.
- Authored a master material system for progressive building assembly; produced optimized texture sets in Photoshop and animated presentations using Sequencer.
- Collaborated with visualization engineers to ensure performance optimization and consistent lighting throughout large-scale architectural datasets.

SHIPPED TITLES

Skate (EA / Full Circle) - **Halo Infinite** (343 Industries) - **Exobourne** (Sharkmob) - **Golf Clash** (EA Playdemic) -
UI Technical Artist on all titles

UNRELEASED TITLES (NDA)

Sprung Studios - UI Technical Artist - Details under NDA

- Developing global widgets and UI systems in a custom engine for an unannounced AAA title, including widget architecture, Blueprint scripting, and material development.

EDUCATION

Diploma in Game Development | **Kwantlen Polytechnic University, CEA**

Sep 2020 - Aug 2022

GPA 3.67 - Dean's Honour Roll

Diploma in Game Art and Design | **Vancouver Institute of Media Arts**

Sep 2019 - Aug 2020

Graduated with 85.27%