

JOSH TRIPLETT

LEAD TECHNOLOGIES SPECIALIST

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CAREER OBJECTIVE

I am an experienced Lead Technologies Specialist with a passion for integrating emerging technologies and building department functionality. I am equally proficient in both technical development and art direction and have a 17-year demonstrated history of achieving successful results. As a cross-discipline developer, I have experience in object-oriented programming, real-time cross-platform development, application architecture, and 3D pipeline development.



PROFESSIONAL EXPERIENCE

Gulfstream Aerospace, Savannah, GA

Advanced Technologies Specialist II | February 2021– Current

- Lead developer and principal architect for enterprise-wide applications, including the complete redesign of the next generation Cabin Creator Tool, a cabin configurator which has generated millions of dollars in company revenue through direct aircraft sales, upgraded material and styling options, and refurbishment option upsells.
- Pioneering new hardware and software technologies, determining value, and integrating through the creation of POC's, then conversion to full projects. These projects have included researching technologies such as AI and Pixel Streaming, as well as the full enterprise integration and adoption of Perforce.
- Engineering and unifying an end-to-end 3D pipeline across the enterprise, from data conversion, to data storage, to version control for large scale projects and assets such as materials, meshes, and textures.

Sr. Specialist of Virtualization for Global Marketing | March 2015 – February 2021

- Multi-disciplinary, cross-department project lead on applications across the enterprise, from ideation to software development and deployment. Among other tools, my team was responsible for end-to-end creation of the original Cabin Creator Tool, a visualization application which resulted in continued sales & design customer conversations during the COVID shutdown and brought significant upsells for our refurbishment sales team.
- Visualization lead for global marketing responsible for directing our internal team and external contractors in the creation of visual effects and motion graphics to visually support yearly international advertising campaigns, multiple high-profile conferences such as NBAA and EBACE, and six product launch events including the industry's first dual launch and powered rollout of the G500/G600 aircraft.
- Led research and development efforts for new technology integration such as successful incorporation of AR/VR devices in the sales and design process, projection mapping and Kinect tracking experiences in Unreal Engine for conferences, and testing future technologies.

Visual Effects Artist | May 2008 – March 2015

- Responsible for crafting visual effects and motion graphics for global marketing materials. Developed graphics for a full product series of walkaround videos which supported the sales of multiple aircraft for several years. Winner of multiple awards including a bronze and silver Telly, a gold and platinum AVA award, and multiple Horizon Interactive awards.
- Integrated and maintained a 40 node CPU Qube render farm used for all offline renders for the marketing, sales and design visualization teams which resulted in a savings of roughly \$300k per year in rendering costs.
- Responsible for developing the marketing visualization pipeline, including integrating managed team storage, recommending and purchasing software such as SynthEyes, V-Ray and Unreal, and creating and maintaining the team SOP.



EDUCATION

Savannah College of Art & Design Savannah, GA | May 2008

Bachelor of Fine Arts, Visual Effects

GPA: 4.9/5.0



RELEVANT SKILLS

Unreal Engine | Unity | Maya | ZBrush | Mudbox | Topogun | 3D Coat
V-Ray | Arnold | Qube
Adobe Creative Suite | Substance | Quixel | SynthEyes
Deltagen | PiXYZ | CATIA
C++ | C# | Python | Mel
Oculus | Vive | Hololens | iOS | Android | Kinect | RealSense
Agile | DevOps | Git | Perforce