Lily Vengco

Creative Technologist

Portfolio: lilyvengco.com

WORK EXPERIENCE

Project & Technical Lead | Broomsmith

September 2025 – Present

- Led development of a VR spellcasting and item-repair experience in Unreal Engine, overseeing Blueprint architecture, C++ systems, and Plastic SCM version control across a collaborative team; project was selected and presented at the Game Developers Conference (GDC).
- Engineered designer-friendly and modular functions/nodes in Unreal for ease of designer use and onboarding.
- Contributed to art direction by establishing visual consistency across in-world assets, collaborating on material design, and resolving 3D asset pipeline issues to maintain quality and stability throughout production.

Design & Technical Intern | *Pixel Health Labs*

June 2025 – August 2025

- Designed, developed, and implemented an Unreal Engine VR experience focusing on hospital architecture, collaborating closely with *Perkins & Will* architectural firm and a team of 5 design consultants.
- Implemented gesture recognition and hand tracking features to allow users the opportunity to interact with immersive virtual environments.
- Addressed and resolved important 3D Model errors, enhancing quality and stability in future products.
- Worked alongside *Boston Children's Hospital* to develop informative videos in Photoshop and After Effects for an executive sprint. It proved to boost attendee retention of crucial information and improved information communications.

Project Lead | SCADPro x Universal Creative

September 2024 – November 2024

- Lead and directed SCADPro's collaboration with the Universal Creative Team. Specific details are under non-disclosure agreements.
- Communicated directly with the Universal Creative Team, presented proposed content by my team, organized our team layout, and addressed team concerns.
- Utilized SCRUM while managing and bridging differences in creative understandings within a team of 20 designers, XR developers, and creative technologists.

ADDITIONAL EXPERIENCE

Music Entertainment | Connect Savannah

February 2024 – Present

- Singing and playing piano or ukulele for three to four-hour sets in downtown Savannah venues and restaurants. Three times per week.
- Organizing and setting up sound equipment and facilitating client details and preferences with the venues. Managing my own work schedule.

CONTACT

- Massachusetts, USA
- [redacted]
- lavengco@outlook.com

SKILLS

Hard Skills:

- C++, Python, Java
- Game/System Prototyping
- 3D Modeling and Texturing
- 2D Digital Art
- Motion Design

Tools and Software:

- Unreal Engine | Visual Studio
- Plastic SCM | Github Repos
- Blender | Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Zbrush | Substance Painter
- Clip Studio Paint

Soft Skills:

- Public Speaking
- Leadership
- Project Management
- Teamwork
- Adaptability

EDUCATION

Savannah College of Art and Design

Extended Reality (XR)

Honors 2023 - 2026

OTHER SKILLS

- Trained Vocalist
- Trained Pianist
- Creative Writing