

TOREN LEHRMANN

Data Analyst

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PROFESSIONAL SUMMARY

A 20-year career as a 3D/technical artist in video game development (shipping six award-winning AAA titles such as Forza Motorsport, The Elder Scrolls Online, and Star Wars: The Old Republic) at acclaimed studios like Microsoft, Meta, BioWare, and ZeniMax provided experience that transfer directly to data analysis. Creating and managing large content libraries and presenting them to stakeholders (including the highest levels of the Xbox organization) taught the technical and communication skills needed to turn complex information into clear stories. Combined with recent SQL and Python coursework and shipping live data projects, a strong foundation has been set for the pivot from artist to analyst.

TECHNICAL SKILLS

Data & Querying: SQL — Intermediate (joins, aggregations, subqueries, window functions); Python — Novice (Pandas, matplotlib, data cleaning, scripting)

Visualization & Delivery: Custom dashboard design & development (HTML/CSS/Python) for data storytelling.

Tools & Workflow: Git/GitHub, VS Code, Excel, AI-assisted development workflows (Claude Code), DB Browser, Power BI

DATA ANALYTICS PROJECTS

The Invest Lab — [TheInvestLab.com](#)

- Designed and built a suite of market-analysis tools, including a momentum screener and a gap-chase backtesting engine, insider buying scanner, and other dashboards to evaluate trading strategies and identify momentum stocks using real-time and historical data.

Football Forecast — [FootballForecast.net](#)

- Building an NFL analytics site to harvest data to model player performance and surface weekly, actionable insights that can help determine ideal fantasy football teams and game winning picks.

Case Studies/Mini-Projects

- Hand coded SQL projects that answer real-world business questions using public data with findings presented in Power BI.

PROFESSIONAL EXPERIENCE

Lead Material Artist | *Certain Affinity (Remote)*

Jun 2023 – Jun 2025

- Directed and managed cross-project material and texture libraries, standardizing visual and workflow structures relied on by artists across multiple concurrent AAA productions.
- Served as primary technical liaison to two external partner studios (Microsoft, 2K), translating requirements and presenting results to stakeholders; mentored a team of artists against measurable quality benchmarks.

Senior Environment Shader Artist | *Ready at Dawn (Meta, Remote)*

Oct 2022 – Apr 2023

- Ran iterative production tests on VR hardware, analyzing performance and quality data to guide technical decisions under strict platform constraints.

Shader Technical Artist | *Turn 10 Studios (Microsoft, Redmond, WA)*

Aug 2016 – Oct 2022

- Regularly presented technical pipeline work and production status to senior leadership, including stakeholders at the top Xbox organizational level, across more than six years at Microsoft.
- Led the “Procedural Textures” initiative, a studio-wide tooling rollout, and owned structured shader, material, and texture libraries across the Forza franchise, collaborating cross-functionally with car, track, character, and engine teams to keep production data consistent and optimized.

Additional Experience (2009 – 2016)

Senior Environment Artist, ZeniMax Online Studios (2010–2016): Built and maintained a structured environment-asset library for The Elder Scrolls Online and multiple expansions; mentored artists on new PBR technical standards.

Environment Artist, BioWare (2009–2010): Contributed to world-building environments across six planets for Star Wars: The Old Republic.

EDUCATION & CONTINUING LEARNING

Bachelor of Arts, Multimedia — University of Advancing Technology, Magna Cum Laude

DataCamp: Intro to SQL & Intermediate SQL (completed); Intro to Python (completed); Associate Data Analyst track (in progress)