

Talented Senior Technical Artist seeking opportunities in pipeline automation, tools development, procedural content generation, rapid prototyping, shader/VFX development, and gaming related interactive 3D content creation. Bringing 9 years of industry experience spanning 3D art, software engineering, and cross-functional collaboration, with a strong focus on AI-native workflows, generative AI tools, and rapid AI-assisted product development.

POWER-UPS

PLATFORMS

- Unreal Engine 4/5
- Unity
- Core Games

TECH ART

- Pipeline automation
- Plugin scripts
- Open world creation
- Prototyping
- Shader/VFX dev
- Optimization
- Troubleshooting

CODE

- Python
- C++
- C#
- JavaScript
- Lua

ARSENAL

- Claude/CodeX
- Houdini
- Maya
- Blender
- Substance
- Figma
- Photoshop
- Illustrator

ART SKILLS

- 3D Modeling
- Texturing
- Rigging
- Animation

SOURCE CONTROL

- Perforce
- Git
- SVN

AGILE TOOLS

- Jira
- Asana
- Confluence
- Miro

EXPERIENCE LOG

Product Developer / Senior Technical Artist

October 2020 - Present

Manticore Games

UE4&5 | Automation Pipeline | Art DCC Softwares

Out of Time, a multiplayer rogue-lite game*Core Platform*, a multiverse game engine and platform, a digital playground and community for play and create user generated games

- Build a Core-to-UE automation pipeline to transfer all Core Engine maps to native Unreal open world maps to get the best performance for Out of Time game. Main features including: (BP, C++, Python, Powershell)
 - map world partition and data layers setup and auto mapping
 - mesh instancing and merging with multiple filters
 - material simplification for less instructions
 - Jenkins setup for nightly jobs
- Build Core Editor tools for internal marketing purposes (BP, C++, Lua)
- Build UE4 tools to support the art pipeline (BP, C++, Python)
 - asset importers, asset validators, and asset information collection tools
 - mesh merging and asset optimization Jenkins pipeline
 - auto generating and setup blueprints for audio and Niagara systems
- Develop DCC tools for (Maya, Substance Painter) (Python, Mel, Javascript)
 - asset exporter, mesh/material/UV editing tools
 - pipelines for interaction between DCC applications and UE
 - script libraries for DCC applications and utility tools such as Perforce integration
- Collecting requests and feedbacks, and troubleshoot for art related issues.

Content Group Lead / Technical Artist

October 2017 - March 2020

Archifiction Inc.

nSpace, an immersive projection system including hardware console, software support, and content creation/deployment.

UE4 | VR | Gaming, archviz, natural, toon virtual idol, sci-fi, education, tourism, ...

- Startup member of the content team, helping build the content creation and integration workflow from zero to complete production.
- Designed and created demo projects and client projects. Worked with cross-functional teams to support system development.
- Delivered 15+ interactive projects from design and development through optimization.
- Art and tech-art assets creation, tools dev, assets pipeline management
- Controlled project scope, arranged agile tasks, and managed the team.
- Managed outsourcing, created and maintained asset libraries.
- Communicated cross-functionally with hardware team for core system dev, and marketing team for clients demands.

Technical Artist Intern

Summer 2016

Noitom Beijing

Project Alice, a custom multiplayer VR system.

Unity | toon-style | multiplayer VR games.

- Created assets from modeling and texturing to shaders and VFX.
- Optimized assets and managed the pipeline.

SIDE PROJECTS

Mine Sweeping World

Web | AI Vibe Coding | Solo

A mine sweeping game with world progression and challenge

Deliriant

UE4 | First student project on PS4 | Technical Artist.

Lighting, VFX, Animated shaders, Asset pipeline, Optimization

Boogie Boogie

Unity | Mobile VR dancing game | Unity Engineer.

Implemented body detection using OpenCV for Unity. • Built gameplay logic using C# for the score system. • Implemented gyro drifting correction.

EDUCATION

Master of Entertainment Arts and Engineering

University of Utah

2015 - 2017

Houdini • Shader development • PyMEL • Modeling • Rigging • Mo-cap

BS

Shanghai Jiao Tong University

2011 - 2015 | Computer Technology and Application

Advanced mathematics • Python, C++ • Data structures • Software engineering