



9 years across games and immersive experiences, with technical ownership from pipeline prototyping through production automation and maintenance.
Combines Unreal and DCC tooling, shaders/VFX, optimization, and outsourcing collaboration with AI-assisted development.

Professional Experience

Product Developer / Senior Technical Artist

Oct 2020 - Present

Manticore Games

Out of Time, a multiplayer online rogue-lite game built on Core Platform

Core Platform, a multiverse game engine and platform for play and create user generated games

UE5 • 3D Content • C++ • Python • Blueprint • PowerShell • Lua • JavaScript • Jenkins

- Primary owner of the Core-to-UE pipeline underpinning Out of Time, including concept, design, validation, implementation, expanding and maintenance.
 - Designed multiple asset-specific processing for native Unreal editing and open-world setup.
 - Shader simplification reduced shader instructions by 25% on average.
 - Evolved manual conversion into daily Jenkins automation (500+ runs).
- Built Unreal editor tools for asset creation, management, validation, info collection and diagnostics.
- Worked directly with 20+ artists to collect production requests and feedback and translate those needs into DCC and Unreal tooling.
- Automated Blueprint generation and setup for audio and Niagara systems.

Content Group Lead / Technical Artist

Oct 2017 - Mar 2020

Archifiction Inc.

n'Space, an immersive projection system including hardware console, software support, and content creation/deployment

UE4 • 3D Content • Houdini • Blueprint • VR • Projection Systems • Procedural Tools • VFX

- Established the content team's production workflow as a founding member, spanning asset handoff, technical review, and deployment.
- Created art and technical-art content across shaders, VFX, and interactive environments for projection and VR experiences.
- Developed Houdini procedural/VFX tools and managed asset pipelines for immersive project.
- Led project scope, agile delivery, and outsourcing; delivered 15+ Unreal experiences with hardware, software, and marketing teams.

Other Projects

Road Trip: Ahead One

July 2026 - Present

Blender • Three.js • Procedural Generation • AI-Assisted Solo Project

- Built a solo procedural road-trip game from concept to a playable browser experience.
- Turned concept art into optimized Blender assets and real-time Three.js content.
- Built routes and environments from geographic map data.

AI Chat Avatar

2023

UE5 • OpenAI API • Azure AI Speech • Blueprint • Real-Time Character

- Built an end-to-end UE5 interactive character pipeline with cloud AI services.
- Connected STT, LLM responses, TTS, visemes, lip sync, and Blueprint animation.
- Integrated locomotion and presentation into a cohesive real-time demo.

Technical Skills

UNREAL & REAL-TIME ART

Unreal Engine 4/5 • Open World Setup
Shaders • Niagara/VFX • Lighting
Asset Management • Prototyping
Profiling & optimization

PIPELINE & PROGRAMMING

Python • C++ • Blueprint
PyQt/PySide • Editor & DCC tools
Jenkins • Perforce • Git

DCC & AI WORKFLOWS

Maya • Houdini • Blender
Substance Painter • PCG
Multi-AI-assisted workflows
LLM API integrations • ComfyUI

PRODUCTION

Cross-functional collaboration
Leadership • Project scoping
Documentation • Iteration
Technical Troubleshooting
Outsourcing management

Education

Master of Game Dev, Technical Art

University of Utah
2015 - 2017

Published thesis game on PS4

BS, Microelectronics

Shanghai Jiao Tong University
2011 - 2015

Minor: Computer Technology and Application

Advanced Mathematics •

Software Engineering •

Digital Logic & Circuit Design

LEADERSHIP

Vice President • 2023-Present

University Alumni Association
Large event organizing
Creative campaigns & delivery