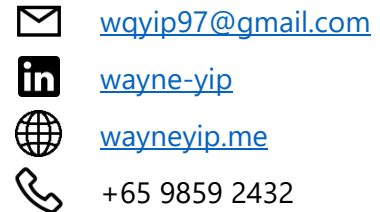


Wayne Yip Wen Qian

SOFTWARE ENGINEER & TECHNICAL ARTIST



EXPERIENCE

Mighty Bear Games
Nov 2020 – present

Technical Artist · *Mighty Action Heroes* · Maya, Blender, Unity URP · WebGL, Android

- Researching and implementing Unity plugins for VFX, UI and shaders.
- Authoring custom shaders for characters, environments, VFX and postprocessing.
- Optimizing performance, memory and build size for WebGL and Android.
- Training artists and animators on shader creation and Python tool development.
- Developed Blender tool in Python responsible for company's first NFT collection, enabling rapid art iteration on 5000 images over 4 months.
- Built and maintained 4 Maya tools in Python, streamlining character LOD pipeline from 1 week per character down to 2 hours.

Technical Artist · *Disney Melee Mania* · Maya, Unity URP · iOS

- Managed outsourcers on delivery & iteration of 20+ Disney/Pixar character rigs.
- Collaborated with engineers on implementing 100+ character and camera anims.
- Developed Unity tools in C# for procedural generation of environment assets.
- Optimized performance on iOS from 20 FPS to 60 FPS through Xcode profiling.

Activision Blizzard:
Toys For Bob
Jun 2019 – Aug 2019

Tools Engineering Intern · *Crash Bandicoot 4, Crash Team Rumble* · Maya, Unreal

- Devised prototype pipeline to export Maya physics simulations to Unreal Engine.
- Developed Maya tool in PyMEL to automate dynamic joints setup on rigs.
- Wrote Unreal plugin in C++ to automate physics animation setup on characters.

Heavy Iron Studios
Jun 2018 – Aug 2018

Technical Art Intern · *Unannounced projects* · Maya, Unity

- Fixed 7 in-house Maya tools from crashing on startup by eliminating PyQt bugs.
- Created sequencer tool in Python/PySide to automate Maya animation exports.
- Developed quick access system in MEL for bookmarking proprietary Maya tools.

SKILLS

Languages: Python, C++, C#, HLSL, MEL, JavaScript, HTML, CSS

Software: Unity, Unreal Engine, Maya, Blender, MS Visual Studio, Perforce, Git

Skillset: Tool development (Maya, Unity, Unreal), profiling & optimization, shaders, rigging

Platforms: Mobile (iOS, Android), WebGL

EDUCATION

*University of
Southern California*
Sep 2016 – May 2020

B.S. in Computer Science (Games) · International Deans Scholar · 3.66 GPA

- President, USC SIGGRAPH Student Chapter
- Teaching Assistant, Game Prototyping course (2 semesters)

HONORS & AWARDS -----

HackTech 2020

Mar 2018

Best Overall Hack, Best Entertainment Hack · Coachella Simulator

- Developed a web-based 3D concert simulation in a team of 3 engineers.
- Role: Frontend developer (Three.js)

HackTech 2019

Mar 2019

Best Hack Using eBay API, 2nd Place · Wreck-It Retail

- Developed a web-based 3D eBay shopping interface in a team of 2 engineers.
- Role: Frontend developer (Three.js)

HackTech 2018

Mar 2018

Disney's Best Hack Using Marvel API · Superflick

- Developed a web-based 3D Marvel comic book reader in a team of 2 engineers.
- Role: Frontend developer (Three.js)

PROJECTS -----

Ginkgo

Jun 2019 – Jun 2020

Art Lead · 3D Horror Game · Maya, Unreal · 30k+ *Steam downloads*

- Directed art pipeline across 10-member art team in BAFTA-featured UE4 game.
- Developed 4 Maya auto-rigging tools in Python; rigged 4 n-pedal characters.
- Handled all animation logic in Unreal, including procedural and physics anims.

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