



Ziqi Lu

Intersecting Art & Technology
Technical Artist



Being a technical artist in game with both aesthetic flavor and solid technology background, and strong ability to solve problems in a team, I'm seeking a job opportunity to make full use of these talents. :)

PROJECTS

[Online CV: assassin-plus.github.io/cv-online/](https://assassin-plus.github.io/cv-online/)

Project Titan

PCG • UE5 • Houdini

November 2025

A tutorial-based technical study on procedural asset tools in Houdini and integration into UE5, including modeling, VFX and simulation.

Off Balance

Shader • Substance Designer • VFX

February 2026

Developing action game with roly-poly ball control mechanic. Focused on Substance Designer materials and stylized VFX.

Living Strokes

Env Art • Lighting • Shader • OCR AI

September 2025

VR puzzle game. Deployed AI OCR model to Unreal Engine. And worked on environment art, lighting and manga-style post processing.

Offbeat Reprise

Performance Optimization • Unity

November 2025

Side-scroller bullet-time shooter game developed in Unity. Worked as everything except game and level design, especially optimization.

WaterLOD

VTK • Compute Shader • C++ • OpenGL

March 2025 - June 2025

A continuous Level of Detail (cLOD) method for billion-scale fluid particle rendering utilizing compute shader. Speed up to 50x.

Micro-PT

OpenMP • C++

April 2023 - June 2023

A classic path tracing algorithm implemented in C++ with modern material support and multi-threading. At the same time implemented Stochastic Progressive Photon Mapping for caustic support.

[And More on GitHub](#)

INTERNSHIP

University of Utah

ML • Gaussian Splatting • Python

July 2024 - Sep 2024 Research Assistant

Helped on a pipeline to reconstruct photo-realistic facial meshes, textures, and animations from monocular or multi-cam video sources

Tsinghua University

LLM • PCG • LoRA • Python

Sep 2023 - June 2024 Research Assistant

Contributed to **TerraCraft**, a city-scale text-to-3D gen model. Refined auto-workflow to generate city layouts with customized LoRA on Stable Diffusion. [Published on Sep 2025, Graphical Models](#)

EDUCATION

University of Utah

Aug 2025 - May 2027 (Expected)

Master of Entertainment Art & Engineering

Technical Art Track, learning rendering techniques.

Tsinghua University

Sep 2021 - June 2025

Bachelor of Math and Physics & Civil Engineering and Systems.

Research topic: Realtime rendering of billion-scale fluid particles.