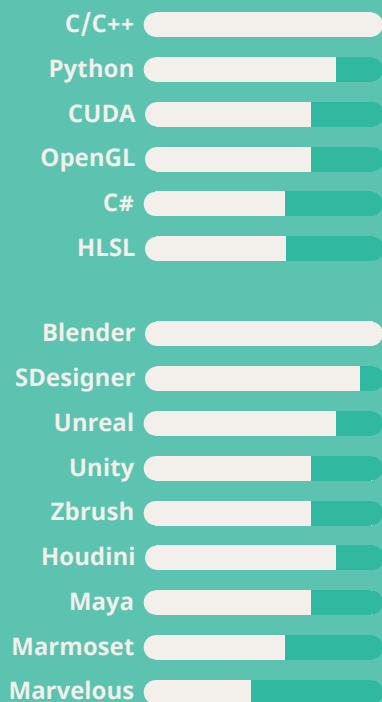




Ziqi Lu

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. :)

ziqilu152@gmail.com

[assassin-plus.github.io](https://github.com/assassin-plus)

github.com/Assassin-plus

PROJECTS

Online CV: 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.