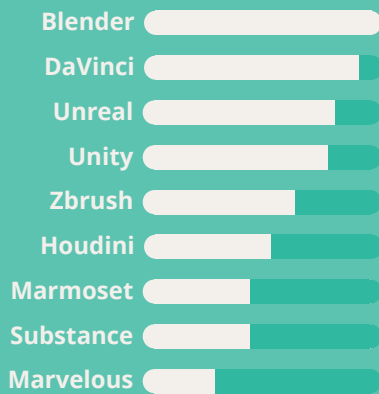
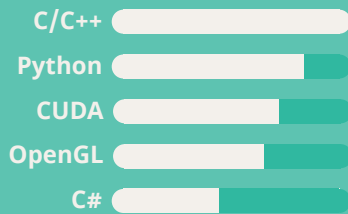




# Ziqi Lu

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](mailto:ziqilu152@gmail.com)

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

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

## PROJECTS

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

### Living Strokes

2025 年 9 月

VR puzzle game in course Rapid Prototype. Aiming to teach Chinese characters. Deployed AI OCR model to Unreal Engine, revolutionizing traditional approaches to recognizing characters.

Env Art · Lighting · Shader · OCR AI

### WaterLOD

March 2025 - June 2025

The bachelor thesis project at the Tsinghua University. A continuous Level of Detail (cLOD) method for billion-scale fluid particle rendering. Speed up to 50x.

VTK · Compute Shader · C++ · OpenGL

### Micro-PT

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.

OpenMP · C++

[And More on GitHub](#)

## INTERNSHIP

### University of Utah

July 2024 - Sep 2024 Research Assistant

Developed a comprehensive process pipeline to reconstruct photo-realistic facial meshes, textures, and animations from monocular or multi-camera video sources, enhancing the avatar realism and versatility in various applications

ML · Gaussian Splatting · Python

### Tsinghua University

Sep 2023 - June 2024 Research Assistant

Contributed to the development of TerraCraft, an innovative project focused on city-scale text-to-3D model generation. Customized LoRA method on Stable Diffusion to generate and fine-tune city layouts. Refined automation workflow via scripts to enhance productivity.

[Published on Sep 2025, Graphical Models](#)

LLM · PCG · LoRA · Python

## 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.