

## WORK EXPERIENCE

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### Technical Artist

ByteDance | Shanghai

Oct 2020-Current

- Write shaders for characters, scene objects and VFX, in Unity, Maya and Substance Painter
- Develop Unity editor tools for resource management
- Investigate and implement rendering techniques

### Realtime Software Engineer

Animation, NENT Studios at Nordic Entertainment Group | Stockholm

Feb 2017-Sep 2020

- Develop previz platforms(VR compatible) and editor tools in Unity to facilitate animated content production
- Develop face tracking application, supporting streaming, storing and uploading using ARKit plugin
- Motion capture operator

### HCI/Front End Intern

X-Team | Tobii Technology | Stockholm

Aug 2016-Sep 2016

- Coordinate the development of the voiceprint identification system
- Analyze data on operations to find the causes of fluctuation in login and registration data

## EDUCATION

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- M.S. in Human-Computer Interaction, Royal Institute of Technology Sep 2015-Jun 2017
- B.E. in Industrial Engineering, Tsinghua University Aug 2011-Jul 2015

## PROJECT EXPERIENCE

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W02 | Mobile Game | ByteDance

Feb 2021-Current

W02 is an action game based on a Japanese anime IP.

- Create character and scene shaders in Maya and Substance Painter
- Build cinematic workflow in HDRP: port URP shaders to HDRP, write custom pass, support animation pipeline

W05 | Mobile Game | ByteDance

Oct 2020-Feb 2021

W05 is an Asian street style RPG game. This project was terminated because of business strategy change.

- Shaders: neon effect, URP lens flare, wet floor and rain effect, custom post-processing effect etc.
- Tools: resource importer, unreferenced resource cleaner etc.
- Research: texture compression best practice for mobile, USD workflow etc.

[Fixi in Playland](#) | Animated Series | NENT

Oct 2018-Sep 2020

Fixi in Playland is an animated series encouraging viewers from ages 5 to 8 to gain interest in technology.

- On set, operate the motion capture and facial capture system
- In post-production, compose shots with unity Cinemachine and Timeline, produce shaders and VFX with Shader Graph and VFX Graph.

## ADDITIONAL SKILLS

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**Programming Skills:** C#(Unity), HLSL/GLSL

**Language:** Mandarin (Native), English (Fluent), Swedish (Conversational)

**Interest:** Accomplished piano player (12 years)