Han, Xu

Hammarby Alle 48, Stockholm
073 877 72 99 | hesterhx@gmail.com

WORK EXPERIENCE

Technical Artist
Viaplay Studios Animation | Stockholm

- Develop pipeline tools for Maya and UE4
- Create and maintain shaders for characters, environment
- Support across different departments, render debugging and problem solving

Technical Artist
ByteDance | Shanghai   Oct 2020-Current

- Write shaders in ShaderLab, GLSL for characters, scene objects and VFX to achieve desired visual quality
- Develop Unity editor tools for resource management and workflow speedup
- Profile and customize render pipeline

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
- Problem solving for various tech aspects, including mocap system, VR backpacks etc.

EDUCATION

- 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

Karma och Jonar | Animated Series | Viaplay   Aug 2021-Current

Karma och Jonar is an animated fantasy series based on books.

- Develop tools in Maya and UE4 to facilitate modeling, retargeting, data flow, lighting etc.
- Create creatures shaders and build environment master shaders
- Deploy custom engine for raytracing

W02 | Mobile Game | ByteDance   Oct 2020-May 2021

Mobile RPG game based on anime IP.

- Build up cinematic work flow in Unity HDRP from scratch
- Create customized NPR shaders in HDRP and write custom pass
- Tools: resource importer, unreferenced resource cleaner 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.

- Develop the production platform as the main developer
- In post-production, compose shots with Unity Cinemachine and Timeline as a layout artist

ADDITIONAL SKILLS

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

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