Zou Muyang

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EDUCATION

Shanghaitech University Shanghai, China Sept. 2016 - Jul. 2020 Bachelor of Computer Science, GPA:3.03 EMPLOYMENT Technical Artist Jan. 2022 - NowLilith Games, Shanghai • Developed custom render features for Unity's render pipeline • Developed procedural asset generation tools for game development User Interface Technical Artist Jul. 2020 – Jan. 2022 NetEase Corp, Shanghai • Developed visual effects for several online projects • Developed User Interface scripts Technical Artist Intern Jul. 2019 - Sept.2019 NetEase Corp, Hangzhou • Developed prototypes for two pre-research projects Implemented a Xml decoder plug-in for Cocos Studio to batch animation datas Projects AFK Journey 2023 Produced by Lilith Games. Shanghai, China • An upcoming new game of Lilith Games My contributions: • Implemented custom render features to increase performance • Developed automated testing tool to evaluate performance for visual effects **UEP** 2022 Produced by Lilith Games UITC Team. Shanghai, China • A internal visual effect design framework in Lilith Games My contributions: • Implemented custom render features in render pipeline • Developed procedural mesh generation tools for visual effects Jul. 2018 Inkun & Drugs Produced by Ang Cheng, Jiayu He, Chengyu Huang, Wenji Liu, and Muyang Zou. Hangzhou, China • Mini games in NetEase gamejam My contributions: • level design, visual effects, interactive logic Competition Award 2018 NetEase College Mini Game Competetion Hangzhou, China First Prize Aug. 2018 Shanghai, China Accenture Global Connected Digital Hackathon Champion of China division Nov. 2017 TECHNICAL SKILLS **Program Language**: C#, Python, C++, Javascript Game Engines: Unity, Unreal Engine Designing Tools: Houdini, Blender, Substance Painter LANGUAGE SKILLS

English: CET-6: 432; TOEFL: 83