

CONTACTS

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SKILLS

Language:

C# C++ Python JavaScript

Game Development:

Unity Unreal Engine 4
3ds Max Maya xNormal
Substance Painter
Substance Designer

Other:

HTML/CSS HLSL/CG
Photoshop Perforce
SVN Git MATLAB
REAPER FMOD MySQL

EDUCATIONS

University of California, Santa Cruz

2019/09 - 2021/03
M. S.

Games & Playable Media

Communication University of Zhejiang

2015/09 - 2019/06
B. Eng.
Digital Media Technology

Haotian Lu

Experiences

Tencent TiMi Studios 2020/07 - Now Shenzhen • Guangdong • China
Technical Artist internship

- Create Maya tools for 3D Artist. E.g. Batch Animation Export tool, Batch Reference Replacement tool.
- Analyze animation storage methods. Create tools that convert normal animations to skeletal animations.

Seasun Games Inc. 2019/02 - 2019/05 Zhuhai • Guangdong • China
Technical Artist internship

- Create 3ds Max tools for 3D Artist. E.g. Seamless Animation Loop Tool, Symmetry Modeling Tool, Model Checking Tool.
- Optimized realistic water shader.

Projects

Herdpunk 2020/05-2020/05

University of California, Santa Cruz

- A 4-player co-op PvP cyberpunk style sheep herding game made in Unity.
- As Technical Artist realized some of the visual effects.
- As Gameplay Engineer, implemented the network system.

Sprout 2019/12-2020/02

University of California, Santa Cruz

- A serious game made in Unity. It is meant to teach children aged 9-12 to code.
- Top 3 of the Games for Change Fellowship.
- As Gameplay Engineer, simulated the Coding function, Analyze function and the execution function of the IDE.

Luz 2019/12/28-2020/01/08

University of California, Santa Cruz

- Designed and implemented enemy behavior and character behavior
- Realized close eye effect using Unity ShaderLab
- Simulated heartbeat effect using trigonometric functions.

Crossing Space 2018/06-2018/07

Communication University of Zhejiang

- A 4-player online battle game developed in Unity
- As Technical Artist, realized Radial Blur Effect. And improved the visual effect of trail of the aircraft.
- As Gameplay Engineer, implemented the network system. And setup the data base on the Cloud the store user data.