

Xiangming Ka



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Summary

Experienced Technical Artist with a demonstrated work history in game industry. Professional knowledge in Computer Graphics and strong software engineering ability. Skilled in 3D Modeling and Texturing.

- Experience working with commercial game engines (Unity and Unreal).
- Great understanding of PBR texturing and rendering principles.
- Strong ability of creating shaders for various demands.
- Great understanding of the rendering pipeline in Unity, with experience developing render features and shader graph master nodes.
- Experience using Substance Painter and Substance Designer.
- Special knowledge of Autodesk 3ds Max and Maya.
- Experience in pipeline and shader optimization.

Experience



Technical Artist Intern

Unity Technologies

Aug 2020 - Present (9 months +)

- Built a digital human shading solution, implemented a specialized lighting model for human skin and eyes.
 - Responsible for creating the Screen-Space Subsurface Scattering render feature in Unity's Universal Render Pipeline.
 - Responsible for the fabric Shader Graph material shading solution, built a Shader Graph master node that supports various types of fabric lighting model.
 - Provides enterprise support. Enhanced character and environment shading quality.
- More detail on my Website.

Education



Carnegie Mellon University

Master's degree, Entertainment Technology

2020 - Present

Gap year



University of Electronic Science and Technology of China

Bachelor's degree, Software Engineering

2016 - 2020

- Outstanding Student Scholarship, GPA top 10%.
- Vice-President of the Unreal game studio, participated 3 India game projects.

Courses:

- Computer Graphics, GP 4.0/4.0
- Advanced 3D Modeling, GP 4.0/4.0
- Computer Animation, GP 4.0/4.0

- Game Engine Architecture, GP 4.0/4.0



UC Santa Barbara

Exchange Study, Computer Graphics

2019 - 2019

Courses:

- CS180 Computer Graphics, enlightened by Prof. Lingqi Yan.
- CS285 Advanced Image Synthesis, enlightened by Prof. Pradeep Sen.

Skills

Unity • C# • Substance Painter • Maya • C++ • HLSL • Rendering • Substance Designer