

CHARLES WANG

University of Pennsylvania, Engineering and Applied Science
B.S.E. Digital Media Design, 2017
M.S.E. Computer Graphics & Game Technology, 2018

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Professional Skills

3D Software:

Maya, Zbrush, Unity
Arnold, Redshift
mental ray, 3ds Max
Substance Painter
Unreal, Houdini
Substance Designer

Languages:

C, C++, C#
Java, Python
Unix, HTML, CSS
Javascript
OCaml, Assembly
Verilog, VHDL

2D Software

Photoshop
Illustrator
Premiere Pro
After Effects

Technical Skills

Mesh Manipulation
Rendering
Animation
OpenGL, Procedurals
Fluid Simulation

Creative Skills

Character Design
3D Modeling
Lighting/Rendering
Game Design
Texturing
Rigging/Animation

Work Experience

TEACHING ASSISTANT

University of Pennsylvania

Jan. 2015 - Present

- * CIS461/561 (Advanced Rendering) Spring 2017
- * FNAR366 (Advanced Computer Modeling) Spring 2017
- * CIS460/560 (Interactive Computer Graphics) - Spring 2016, Fall 2016
- * FNAR235 (3D Computer Modeling) - Fall 2016, Spring 2017
- * ESE171 (Digital Design Lab) - Spring 2015

PROGRAMMING AND GAME DESIGN INTERN

BioStream Technologies

May 2016 - Aug. 2016

- * Supporting project developing video game therapies for autism
- * Unity and C# development
- * Providing creative collaboration on game therapy design and implementation

RESEARCH ASSISTANT

CG@Penn University of Pennsylvania

May 2015 - Dec. 2015

- * Built an accurately scaled model of Reading Terminal Market in Unity/Maya
- * Implemented a heatmapping system with interactive heat sources

Recent Projects

OBSCURA (2016) - 3D Puzzle/Adventure Game - Developed in 24-hours at Penn Play Game Jam with a team of 4
1st Place Overall Winner - Contribution: Level Design, Modeling, Texturing, Lighting

Monte-Carlo Pathtracer (2015) - Depth of Field, BVH Acceleration - Applied Skills: C++, OpenGL, QT Creator

Mini Maya (2015) - Final Project - Programmed a primitive version of Autodesk Maya
Features Included: Mesh Manipulation, Rigging, Animation, Shading - Applied Skills: C++, OpenGL, QT Creator