CHARLES WANG

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

www.charlesliwang.com
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https://github.com/charlesliwang

PROFESSIONAL SKILLS

3D Software
Maya, Zbrush, Houdini
Unity, Unreal Engine
Arnold, Redshift
Substance Painter

Languages
C, C++, C#
Python, Java
Javascript
HTML, CSS

2D Software
Photoshop
Illustrator
Premiere Pro
After Effects

Technical Skills
Rendering
GPU Programming
Game Programming
Procedural Graphics
Virtual Reality

Creative Skills
3D Modeling
Lighting/Rendering
Texturing
Rigging/Animation
Game Design

WORK EXPERIENCE

Assistant Technical Director
July 2018 - Present

Method Studios New York, NY

* Show set-up and support for visual effects pipeline
* Develop and maintain proprietary software

Teaching Assistant
Jan 2015 - May 2017

University of Pennsylvania Philadelphia, PA

* 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

Programming and Game Design Intern
May 2016 - Aug 2016

BioStream Technologies Philadelphia, PA

* Supporting project developing video game therapies for autism
* Unity and C# development, game therapy design

Research Assistant
May 2015 - Dec 2015

CG@Penn - University of Pennsylvania Philadelphia, PA

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

RECENT PROJECTS

Propuga (2017)
Senior Design Project

3D web puzzle game where puzzles are procedurally generated
Applied Skills: Javascript, 3js, WebGL

OBSCURA (2016)
3D Puzzle/Adventure Game

1st Place Overall Winner at Penn Play Game Jam Spring 2016
Contribution: Level Design, Modeling, Texturing, Lighting
Fall 2016 - Our team later adapted Obscura as a third-person puzzler in Unreal Engine

Monte-Carlo Pathtracer (2015)

Multiple Importance Sampling, Depth of Field, BVH Acceleration
Applied Skills: C++, OpenGL, QT Creator