CHARLES WANG

EDUCATION

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

EXPERIENCE

METHOD STUDIOS

Nov 2019 - Present Pipeline Technical Director
Jul 2018 - Oct 2019 Assistant Technical Director

- As part of the Pipeline Team, provide technical show support and set up for commercial and feature film VFX (visual effects) workflow.
- Develop proprietary software to improve artist efficiency with tools such as Maya, Houdini, Nuke and workflows such as render farm management, OCIO color management, and footage ingestion.
- Act as first point of contact for all pipeline questions from artists, supervisors and producers.
- Spearheaded Redshift integration in Method's global proprietary render farm submitter.

UNIVERSITY OF PENNSYLVANIA, Teaching Assistant

Jan 2017 - May 2017

- Assisted in teaching masters-level university courses in Computer Graphics topics with curriculum planning, office hours and special topics sessions.
- Computer science topics include C++ for polygon data structures, viewing transforms and pathtracing - CIS460/560 and CIS461/561.
- 3D Computer Modeling classes include Autodesk Maya and Zbrush for modeling, sculpting, animation, and rendering - FNAR 235 and FNAR366.

BIOSTREAM TECHNOLOGIES, Programming and Game Design Intern

May 2016 - Aug 2016

- Supported development of video game therapies for autism.
- Designed algorithm using performance to scale level difficulty for effective therapy engagement.

CG@PENN - UNIVERSITY OF PENNSYLVANIA, Research Assistant

May 2015 - Dec 2015

- Built an accurately scaled model of Reading Terminal Market in Unity and Maya with crowd simulation behavior for a research paper submitted to SIGGRAPH.
- Developed a heat-mapping system with interactive heat sources to drive crowd movements based on variable comfort thresholds.

LANGUAGES

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

TECHNICAL SKILLS

Software Development
Virtual Reality
Rendering
GPU Programming
Procedural Graphics
Game Development
VFX Pipeline Tools
Git/Version Control
Bash/Linux
OpenGL, CUDA
WebGL/Three.js
Node.js/npm
React.js

3D SOFTWARE

Maya, Zbrush, Houdini
Unity, Unreal Engine
Arnold, Redshift
Substance Painter

CREATIVE SKILLS

3D Modeling
Lighting/Lookdev
Rigging/Animation
Motion Graphics
Game Design

CONTACT

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