

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, mental ray,
Substance Painter,
Unreal, 3ds Max
Substance Designer,
Renderman, Houdini

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
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