CHARLES WANG

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

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PROFESSIONAL SKILLS

3D Software	Languages	2D Software	Technical Skills	Creative Skills
Maya, Zbrush, Houdini	C, C++, C#	Photoshop	Rendering	3D Modeling
Unity, Unreal Engine	Python, Java	Illustrator	GPU Programming	Lighting/Rendering
Arnold, Redshift	Javascript	Premiere Pro	Game Programming	Texturing
Substance Painter	HTML, CSS	After Effects	Procedural Graphics	Rigging/Animation
			Virtual Reality	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
Senior Design Project

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

OBSCURA
3D Puzzle/Adventure Game

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

Monte-Carlo Pathtracer

Multiple Importance Sampling, Depth of Field, BVH Acceleration
Later developed a GPU version with BVH acceleration
Applied Skills: C++, OpenGL, CUDA, QT Creator