

# DAVID HE

## TECHNICAL ARTIST | GAME DEVELOPER

14648 S Presario Trail, Phoenix, AZ 85048

(480) 492-9835

davidhe@usc.edu

<https://www.artstation.com/davidhe1>

### PROFESSIONAL EXPERIENCE

---

#### EASLEY-DUNN PRODUCTIONS

Los Angeles, CA

UI/UX Engineer

May 2022 - Present

- Oversaw streamlining of UI flow while **completely rebuilding deprecated UI assets** to better leverage **Unity 2020** capabilities
- Used Technical Art experience to **communicate and standardize** asset conversion guidelines to larger engineering team of **9 rotating individuals**
- Researched and proposed new solutions to make **app layout templates** more **user-friendly** and **consistent** across multiple devices
- Trained **5 subordinates** in the use of **Unity and SVN** in multiple disciplines such as **UI implementation and Unity network management**

#### STARWEAVE - USC MFA PROJECT

Los Angeles, CA

Technical Art Lead/Engineering Lead

December 2021 - Present

- Directed a team of **6 prototype engineers** to design and implement **full tactical RPG** systems with integration for **narratively-driven, independent AI** subordinates within 2 weeks
- Collaborated with **2 specialists** to establish pipeline for a large team of **13 separate artists**
- Trained **4 subordinates** spanning multiple disciplines including the use of **Unity, ShaderGraph and DragonBones** in preparation for full production

#### THAT'S NOT HOW IT HAPPENED - USC AGP PROJECT

Los Angeles, CA

Technical Art Lead/Gameplay Engineer

August 2021 - May 2022

- Managed and standardized output of **11 separate sprite, UI, and animation artists** while communicating engineering requirements for better workflow using **Perforce and Unity**
- Collaborated heavily with a **small team of 5** to program animation-based **combat gameplay**
- Performed duties of several unfilled roles including **UI designer, Unity Rigger/Animator, and Shader Programmer** using **Adobe Illustrator, Unity, and ShaderGraph**
- Expanded game functionality through the rapid implementation of **4 new animations and 2 new features not included in initial design scope**
- Managed and deployed product on **Steam Store**  
([https://store.steampowered.com/app/1958400/Thats\\_Not\\_How\\_it\\_Happened/](https://store.steampowered.com/app/1958400/Thats_Not_How_it_Happened/))

### EDUCATION

---

#### UNIVERSITY OF SOUTHERN CALIFORNIA

Los Angeles, CA

Master of Science in Computer Science (concentration: Game Development)

Aug 2020 - May 2022

GPA: 3.81 / 4.0

Coursework: AGP, Game Design and Prototyping, 3D Animation and Simulation

#### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

Urbana, IL

Bachelor of Science in Computer Science

Aug 2015 - May 2019

GPA: 3.59 / 4.0

Coursework: OOP, Data Structures and Algorithms, 3D Math and Linear Algebra

### TECHNICAL SKILLS

---

- C / C++ / C# / Python / Java / Javascript / React / HTML / CSS
- Gameplay and Animation Programming (Unity/Unreal) / Shader Programming (HLSL/Shader Graph)
- 3D Modelling (Maya/Blender) / Animation and Rigging (Blender/DragonBones/Unity) / Concept Art (Clip Studio Paint/Photoshop / UI Art (Illustrator) / VFX (Unity/After Effects)