

Haoyu Wang (Henry)

Technical Artist & Creative Technologist

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PROFESSIONAL EXPERIENCE

Technical Artist Intern

Mar 2021 - Aug 2021

NetEase Games, Hangzhou China

- Virtual avatar creation and development. Work with 3D artists, upload character model from DCC software to game engine. Environment design and lighting design for the avatars. Customized shaders for the hair and eyes.
- Character Rigging and light design for an interactive dance installation.using Unity.
- Mentoring by senior TA, We worked on pipline tools for RealityCapture and company self-developed animation platform using pything and PyQt

Motion Capture Animator Intern

Aug 2020 - Mar 2021

NetEase Games, Hangzhou China

- Working with animation director and actor to make motion capture animation for the entire Thunder Fire Game Studio.
- Retarget motion capture data to game assets using high end workflow.
- Assist in creating tools and scripts to improve workflow.

3D Data Designer

Jun 2020 - Aug 2020

Columbia School of Social Work, New York USA

- Work at Cogburn Research Group as a 3D data designer, using data visualization component to allow participants to understand the patterns of how racialized policies that have affected minorities throughout history in VR film.

SCHOOL WORK EXPERIENCE

Graduate Assistant

Sep 2021 - Dec 2021

Code!&Code!2; Comm Lab: Hypercinema NYU IMA

- Utilize Brightspace and forum to grade students and give them detailed feedbacks weekly on creative coding tool p5.js.
- Hosted workshops in 3D scan with ItSeez3D, Mixamo, RealityCapture.

Web Accesibility Developer

Feb 2020 - May 2020

ITP Projects Finder NYU ITP

- A client side project search app that indexes all the projects made by ITP. Built to meet WCAG Standards.

EDUCATION

New York University

New York, USA 2019 - 2022

Master of Professional Studies in Interactive Telecommunications Program

Focus on AR/VR Development, speculative design, and computational media art

Allegheny College

Meadville, USA 2014 - 2018

BA in Art and Technology

Minor: Computer Science; Psychology

Relevant Coursework: Electronic and Intermedia Art, Web Development, Social Psychology

Copenhagen Institute of Interaction Design

Copenhagen, Denmark Summer 2016

Workability: Techniques for Better Design & Design for Behavior and Impact.

SKILLS

Design Research

Concept Development, User Research, Persona Storyboarding, User Flow, Wireframe, Prototyping, Usability Testing, UI Design

Code

HTML/CSS, Javascript, Processing/p5.js, Tone.js, Node.js, openFrameworks, Java, Python, SQLite, Git, OpenCV

Software

Adobe Suite, Sketch, Invision, Arduino, Kinect/ RealSense, Max/MSP, Cura, MadMapper, Unity, Unreal, Vicon, RealityCapture, Perforce, SVN