

HUI FENG

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Summary

A student who is about to study in CMU Entertainment Technology, currently a Technical Artist Intern at Tencent Games.

- Good command of C# code writing and the realization of in-game rendering effects.
- Hands-on experiences in commercial game engines, especially Unity.
- Familiar with C++ language foundation, including related knowledge of object-oriented and container.
- Master the relevant knowledge and algorithms of computer graphics, such as rendering pipelines, shaders, etc.
- Proficient in using the shader language of CG and HLSL, such as the writing of CG under the unity build-in pipeline, and the writing of HLSL under the unity URP pipeline. Understand the basics of GLSL language.
- Great understanding of PBR principle and texturing.

Experience



Technical Artist

Tencent Games

May 2021 - Aug 2021 (4 months)

- Use PBR rendering model for character rendering, such as skin and eyeball rendering
- Modify the rendering pipeline of the project to improve the rendering performance and quality of the project
- Fix rendering errors in the project, improve rendering performance



Technical Artist

Kingsoft

Sep 2020 - Feb 2021 (6 months)

- Research on water shading related technologies and develop offline FFT water.
- Develop an analysis and debugging tool for the Overdraw rate of the mobile game terminal.
- Use Snapdragon Profiler to reproduce and analyze the effects of mobile games.
- Achieve the character cartoon rendering outline, cel shading, and multi-light source shadows under the URP pipeline.

Education



Carnegie Mellon University

Master's degree, Entertainment Technology

2020 - 2023

Admitted in 2020 fall, deferred to 2021 fall.



Guangdong University of Technology

Bachelor of Engineering - BE, Internet of Things

2016 - 2020

- Participate in the indie game competition Ludum Dare45, as a programmer and technical artist
- Provincial Second Prize of Chinese College Students Mathematical Contest in Modeling
- First Prize of Guangdong University of Technology Computer Simulation Contest
- Third Prize of Guangdong University of Technology Mathematical Contest in Modeling

Skills

C++ • C# • Unity • Computer Graphics • Game Development • HLSL • OpenGL Shading Language (GLSL) • Photoshop