

(Nixon) Yi Heng

Cheng

COMPUTER GRAPHICS ENGINEER · TECHNICAL ARTIST

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¶ Malaysia

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SKILLS

Programming Languages Rust, C#, WGSL, HLSL, GLSL, Python, Typescript, C++, Dart, Java, PHP, R

Expertise

Real-time Physics Simulation, Animation, Motion Graphics, Graphics Programming, Parallel/Multithreading, Deep Learning, VFX, Bevy Engine, Unity3D, Unreal Engine

EXPERIENCE

Physics Simulation Engineer

Sep. 2020 - Present

23 Bulbs

- Develop GPU accelerated cloth simulation engine.
- Tools & pipeline for cloth/softbody authoring.

Animation Programmer Intern

US

UK

HEDRA Mar. 2024 - Jul. 2024

- Create animation systems for generating keyframe animations that can be imported and exported.
- Deal with different types of animation e.g. character rig, blend poses, flame poses, transform, etc.
- All in the Bevy game engine using Rust.

Head of Events KL, Malaysia

APU GAME DEVELOPMENT CLUB

Feb. 2023 - April. 2024

• Organize and manage events for the club.

Graphics Programmer

Remote

FIVERR• Work on vaiours client projects.

Intern Game Programmer KL, Malaysia

STREAMLINE STUDIOS

May. 2022 - Aug. 2022

Jun. 2020 - Aug. 2023

- $\bullet \ \ {\sf Develop\ Blender\ addon\ tools\ for\ artists}.$
- Contributed to Bake n Switch project.

EDUCATION

Asia Pacific University of Technology & Innovation (APU)

Cumulative GPA: **3.95** / 4.00

BACHELOR OF SCIENCE (HONOURS) IN COMPUTER GAMES DEVELOPMENT

Aug. 2022 - Present

Asia Pacific University of Technology & Innovation (APU)

Cumulative GPA: **3.80** / 4.00

DIPLOMA IN INFORMATION & COMMUNICATION TECHNOLOGY WITH A SPECIALISM IN SOFTWARE ENGINEERING

Jun. 2020 - Jul. 2022

OPEN SOURCE PROJECTS

Bevy MotionGfx

 $https://github.com/nixon-voxell/bevy_motiongfx$

• Motion graphics creation tool in Bevy. (Highly inspired by Motion Canvas and Manim)

Bevy Vello Renderer

https://github.com/nixon-voxell/bevy_vello_renderer

• A minimal integration for rendering vector graphics using Vello in Bevy.

Unity TTS

https://github.com/nixon-voxell/UnityTTS

• Text to speech in Unity.

Unity NLP

https://github.com/nixon-voxell/UnityNLP

Natural language processing in Unity.

(Nixon) Yi Heng Cheng · Résumé

• Audio visualizer in Unity using Job System, Burst Compiler, and VFX Graph.

AWARDS

Certificates: https://www.linkedin.com/in/nixonyh/details/honors/

2023 4th All American DAVINCI International Innovation and Invention Expo

Sep. 2023

- Gold Medal
- ATIP Special Award
- · OCIIP Special Award
- TISIAS Special Award

DB-SNUbiz Global Startup Challenge 2023

Sep. 2023

Finalist

2023 INNOVERSE Innovation & Invention Expo

Aug. 2023

- Gold Medal
- INNOPA Special Award
- Canadian Spacial Award of Excellence

The 12th World Invention Creativity Olympic 2023

Jul. 2023

- Gold Award
- TISIAS Special Award
- TUMMIAD Special Award

Virtual Innovation Competition 2023

Jun. 2023

Gold Medal

34th International Invention, Innovation & Technology Exhibition

May. 2023

Silver Medal

Hilti IT Competition 2023

May. 2023

· Semi-Finalist

TALKS

Beauty of Shaders Talk (APUGDC)

https://www.instagram.com/p/CtfxIu0vD3k/?img_index=2

TEDx - Simulating Millions of Particles in a Digital Twin (BATXAPU Week)

https://twitter.com/AsiaPacificU/status/1534062323346083840

MEDIA & PRESS RELEASES

The Star (Gold Medal @ Invention Innovation Competition in Canada 2023)

https://www.thestar.com.my/starpicks/2023/11/16/next-gen-game-development-for-next-gen-professionals

Open Gov (Gold Medal @ 12th World Invention Creativity Olympic 2023)

https://opengovasia.com/rescueai-smart-city-disaster-management/

APU News (Gold Medal @ 12th World Invention Creativity Olympic 2023)

https://www.apu.edu.my/media/news/2939

APU News (1st Runner Up @ Intel AI Global Impact Festival 2023, 3rd Runner Up @ Petronas CHESS Symposium 2023)

• https://www.apu.edu.my/media/news/2911

APU News (Silver Medal @ ITEX 2023)

https://www.apu.edu.my/media/news/2869