

Jianbin Liu, Senior Technical Artist

Experience

Independent Technical Consultant Senior Technical Artist (Jan 2024 - Present)

- **Sandman Studio:** Defined performance guidelines and developed custom shaders; identified and resolved critical performance bottlenecks for VR production.
- **Workflow R&D:** Researched engine features, including UE PCG , Lumen, Nanite, etc.
- **Strategic Consulting:** Provided technical support for VR/Mobile production pipelines and cross-departmental troubleshooting for art teams.

Kudos Production Ltd. Senior Technical Artist (Sep 2021 - Dec 2023)

- Developed environment material inheritance system and templates for visual quality and efficiency.
- Built tools to improve art production efficiency and optimize performance bottlenecks.
- Created environment VFX and shaders using Houdini for UE5.
- Assisted artists with troubleshooting Perforce, in-house tools, and engine-related problems.
- Documented workflows, standards, and best practices to ensure consistency and scalability across studios.

Netease Games Senior Technical Artist (Jan 2019 - Sep 2021)

- Led shader development for multiple mobile projects, elevating visual quality and performance.
- Established and optimized production pipelines (e.g., Houdini-to-UE/Unity pipeline, UnityShader-to-SP) to enhance efficiency and ensure standards across teams.
- Developed automation tools and asset validation systems in the engine to streamline workflows.
- Profiled and improved performance, optimized and debugged shaders for the mobile platform.
- Negotiated requirements between art, rendering, and tool engineer teams.

Leyi Network Ltd. Junior Technical Artist (Apr 2018 - Dec 2018)

- Established a real-time video production pipeline using Unity Timeline.
- Developed custom engine tools, shaders, and some visual effects.

Education

National Taiwan University of Science and Technology (2015-2017), Bachelor’s Degree in Information Management
 Shenzhen Polytechnic University (2012-2015), Diploma in Multimedia Design and Production

Software & Skills

DCC Tools	Houdini, Maya, 3DsMax, Substance Painter, Substance Designer
Game Engine	Unreal, Unity
Code	Python, HLSL, GLSL, C#, Blueprint
Version Control	Perforce, SVN, Alienbrain, Git
Profiling	RenderDoc, Nsight, Intel GPA, PIX

Projects

- Riot Games: 2XKO (PC, Console)
- Netease Games: Hyper Front, FrostPunk Mobile, Murderous Pursuits Mobile, Onmyoji: Yokai Koya (Mobile)

Languages

English - Working proficiency, Mandarin - Native, Cantonese - Native, Spanish - Elementary proficiency