

Experience

Sandman Studio Senior Technical Artist (Jan 2024 - Feb 2025)

- Defined performance guidelines and developed shaders based on art needs.
- Identified performance bottlenecks and drove optimization efforts.
- Tested and improved the UE5-to-Pico VR production workflow.
- Anticipated future roadblocks and needs for the team.
- Assisted artists with troubleshooting, tooling options, and documented best practices.

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 (Jun 2021 - Sep 2021) | Advanced Technical Artist (Jan 2019 - Jun 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.
- Wrote documentation for art pipelines.

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

- Established a real-time video production pipeline using Unity Timeline.
- Developed tools in the engine to expedite the production process.
- Created visual effects, including shaders and particles.
- Trained team on real-time engine workflow and best practices.
- Wrote documentation for training and troubleshooting.
- Promoted and trained art teams to use version control tools for developing and managing assets.

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	Maya, 3DsMax, Houdini, Substance Painter, Substance Designer
Game Engine	Unreal, Unity
Code	Python, HLSL, GLSL, C#, Blueprint, C++
Version Control	Perforce, SVN, Alienbrain, Git
Profiling	RenderDoc, Nsight, Intel GPA
Other	Photoshop, After Effects, Airtable, Miro, Notion, Excel

Projects

- Riot Games: 2XKO (formerly known as Project L, Unreleased) (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