

Lobi Zhao

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WORK EXPERIENCE

Senior Technical Artist. Tencent, Interactive Entertainment Group (IEG) Oct 2013 - Aug 2023

Digital Humans Project, Unreal5 - Tencent Light Speed game studio 2021 - 2023

- Implemented digital human facial animation capture workflow, with the character photo-scanning a base model, using wrap4D topology based on MetaHuman's facial mesh, capturing tracker data with Face Good, generating base poses, and completing the process in Unreal Engine 5 through refinement.
- Customized a digital human character hair workflow using Maya XGen for hair creation. Develop a visualization export tool for Maya hair assets to Unreal Engine using Qt Design and Python, simplifying the process of exporting hair cache files.

KartRider Mobile - Crazy Racing, Unity - Tencent racing game 2018 - 2021

- Developed a commercial car paint selling module, featuring car paint coating and dynamic car paint effects, to create new selling points for the game and significantly increase game revenue.
- Implemented a customizable scenario construction solution, allowing players to pay for expanding the map and building virtual homes. Using RT and projector to achieve a low-cost dynamic lighting and model merging solution.
- Planned 3D assets LOD grading standards. Through statistics based on mobile hardware levels, use Snapdragon to test the game's running frame rate, obtaining appropriate vertexes count and draw call data.
- Collaborated with the front-end and testing departments to address compatibility issues and asset bugs in material rendering across multiple device models.
- Course sharing, training technical art interns, Share the use of DCC tools and the Snapdragon testing tool with interns.

Trading Card Game, unity - Tencent game 2013 - 2018

- Created materials and shaders for characters and VFX.
- Refactored the UI interface using UGUI. Optimized UI atlases base on drawcall and memory to improve game performance.

ADDITIONAL

- **Programming skill:** HLSL, C sharp,python, C, Java
- **DCC Tools:** Unity, Unreal Engine5, Substance Designer, Wrap4D, Maya, Qt.
- **Patent:** Virtual environment interface display method and device, computer equipment and storage medium.

EDUCATION

University of Pennsylvania Sep 2023 - Oct 2025

Computer and Information Technology - Computer Graphics and game Technology

Wuhan University of Technology Aug 2006 - Jul 2010

Bachelor of Architect and Designer

Job Intentions

I am a seasoned game developer, have many years of technical art experience, focusing on Unity engine racing games and casual card games, while also managing the game rendering's compatibility and performance optimization. I have also been responsible for the digital human production process in Unreal Engine5. Currently, I am studying computer courses in Pennsylvania, gradually gaining a deeper understanding of game development. For the summer of 2024, I am applying for a technical art position at Blizzard, with a focus on tool development and physics simulation, material shading and performance optimization.