Ming Zi, Technical Artist

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WORK EXPERIENCE

Tech Artist Intern, TENCENT GAMES 5/2017 – 7/2017

Shading Technical Artist Supporting Four Mobile Games in Unity 3D®

- **Attack on Titan, a single player action mobile game basing on Japanese manga**

  Shader for main character with toon ramping, metal armor, and flowing glowing effect on the skin.

  Shader to adjust saturation, brightness, and contrast using post effect to create lightening.

- **The King's Avatar, an MMOARPG mobile game basing on a novel**

  Toon shader for main character with outline.

  Dissolve shader for enemies.

  Blooming effect script and outline shader for environment.

  Air distortion shader for weapons' effects.

- **Cantonese Traditional Board Games Series**

  "Gold" material with reflection and specular for gold coins.

  "Plastic" material with fixed specular for mahjong tiles.

  Toon shader for characters in Cantonese Poker.

- **In the Snow, an MMOARPG wuxia mobile game**

  Two Unity tools for effects texture tiling on planes and cubes separately. (C#)

Student Study Collaboration Researcher, CYBEROPITCS CORPORATION 1/2016 – 6/2016

Use MATLAB to optimize 3D models of circuit boards with three other students

- Analyze image information from height map and find places with big change in height.
- Provide two solutions to reduce imperfections caused by MATLAB built-in functions.

UTAH EAE PROJECT

ORE, a four-player asymmetric cooperative shooting game, UE4 1/2017 – present

- Particle effects for shaders for environments and weapons. (Thruster, healing, flame, etc.)
- Assist engineers with basic mechanics using blueprint.
- https://steamcommunity.com/sharedfiles/filedetails/?id=921837372

COLISEUM, a first-person VR arena fighting game, Lumberyard 11/2016 – 12/2016

- Enemy models and textures. (Maya, Photoshop)
- Enemy (llama and beast) rigging.

RIPPLE, a 2D Dada style fishing art game, UE4 10/2016 – 11/2016

- 3D models for environment and outline shader to enforce the art style using blueprint.
- Create day night cycle using blueprint.
- Design game idea and environment art concept.

EDUCATION

UNIVERSITY OF UTAH, Salt Lake City, UT 8/2016 – present

Master of Entertainment Arts & Engineering (MEAE), Expected May 2018

Teaching Assistant for FILM3710 - Traditional Game Development.

CARLETON COLLEGE, Northfield, MN 8/2012 – 6/2016

Bachelor of Arts Degree in Mathematics

Relevant Courses: Linear Algebra, ODE, Set Theory, Real Analysis, Combinatorics (Math), Software Design, Algorithms, Programming Languages (CS),

Programming Skills
C#/C++
OpenGL
Python/PyMel
Java
MATLAB

DCC Tool
Maya
Unity 3D
Unreal Engine4
Lumberyard

Math Skills
3D Math
Linear Algebra
Combinatorics
Calculus

Core Skills
Scripting
Modeling
Shader Programming