Ming Zi, Technical Artist

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WORK EXPERIENCE

Technical Artist, FACEBOOK REALITY LAB, Redmond, WA **8/2018 – present**

Technical Artist working on AR/VR

- Developed pipeline tools (scene manager, texture auto applying) and AR/VR demo in Unity.
- Generated synthetic data and created tools using Houdini VEX.
- Created characters from scan data with Wrap and Houdini grooming system.

Technical Artist, WARNER BROS. GAMES/AVALANCHE, SLC, UT **3/2018 – 8/2018**

Material Technical Artist Intern

- Optimized and create shaders/materials for artist in Unreal Engine 4 set up.
- Assisted VFX team to optimize and implement art assets from Houdini to UE4.
- Ensured VFX assets are built efficiently and perform within budgets.
- Provided art pipeline documentation and samples for outsourcing companies.
- Worked with designers and engineers to solve rendering and graphics-related challenges.

Technical Artist, TENCENT GAMES, Shenzhen, China **5/2017 – 7/2017**

Generalist Technical Artist Intern Supporting Four Mobile Games in Unity 3D®

- Created shaders/materials for artist in Unity 3D.
- Created Unity tools for effects texture tiling and unused assets sorting.
- Created a Unity tool to show objects' moving track and to collect position data on profiler.
- Assisted engineer team trouble shooting problems with art assets and animation clips.

PROJECT

OpenGL Shader Development **9/2017 – 4/2018**

Personal Project

- Developed C++ OpenGL graphics shaders with keyboard and mouse controls for camera, light and scene. Functions include texture, cubemap reflection, render to texture, shadow, Toon Shader, Sobel Operator edge detection, and Chinese Painting stylistic shader.
- This is a personal project and can be found at http://ming-zi.me/Graphics/.

Student Researcher, CYBEROPITCS CORPORATION, Minneapolis, MN **1/2016 – 6/2016**

Use MATLAB to optimize 3D scanning pictures of circuit boards (Photogrammetry)

- Analyzed image information from height map and find places with big change in height.
- Provided two solutions to reduce imperfections caused by MATLAB built-in functions.
- Project link: http://ming-zi.me/Graphics/

EDUCATION

UNIVERSITY OF UTAH, Salt Lake City, UT **8/2016 – 5/2018**

Master of Entertainment Arts & Engineering (MEAE)

Teaching Assistant for EAE3710 – Traditional Game Development for two semesters.

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

BA Degree in Mathematics

Programming Skills

C#/C++
Java
OpenGL
GLSL
Unity Shaderlab
Python/PyMel
MATLAB

DCC Tool

Maya
Unity 3D
Unreal Engine4
Lumberyard
Substance Designer
Houdini

Core Skills

Scripting
Modeling
Shader-Programming