



WORK EXPERIENCE

Tech Artist Intern, TENCENT GAMES

5/2017 – 7/2017

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

- Optimize and create shaders/materials for artist in Unity 3D set up.
- Create Unity tools for effects texture tiling and unused assets sorting. (C#)
- Create a Unity tool to show objects' moving track and to collect position data on profiler.
- Assist engineer team trouble shooting problems with art assets and animation clips.

Teaching Assistant, UNIVERSITY OF UTAH

8/2017 – present

Teaching Assistant for EAE3710 – Traditional Game Development

- Organize students with different background and skill sets to create 2D games in Unity 3D.
- Help students with trouble shooting in sprite animation creation, shader and particle effects creation, programming in C#, mechanics design, etc, using Unity.

Student Researcher, CYBEROPITCS CORPORATION

1/2016 – 6/2016

Use MATLAB to optimize 3D scanning pictures of circuit boards

- 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.
- Project link: <http://ming-zi.me/Graphics/>

PROJECT

Tech Artist, ORE

1/2017 – present

A four-player asymmetric cooperative shooting game, UE4

- Create materials library and post-processing shaders for more efficient development.
- Create particle effects and basic art assets.
- Project link: <https://steamcommunity.com/sharedfiles/filedetails/?id=921837372>

OpenGL Shader Development

9/2017 – present

Personal Project

- Developed OpenGL graphics shaders with keyboard and mouse controls for camera, light and scene. Functions include: texture, cubemap, cubemap reflection, render to texture, shadow, Sobel Operator edge detection, etc.
- This tool is a personal project and can be found at <http://ming-zi.me/Graphics/>.

EDUCATION

UNIVERSITY OF UTAH, Salt Lake City, UT

8/2016 – present

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

CARLETON COLLEGE, Northfield, MN

8/2012 – 6/2016

BA Degree in Mathematics

Programming Skills

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

DCC Tool

Maya
Unity 3D
Unreal Engine4
Lumberyard

Core Skills

Scripting
Modeling
Shader Programming