LiangYu (Leon) Chen

✉ lightfish.uhuhu@gmail.com   📞 +886921060281

in linkedin.com/in/leon-chen-dev   🔗 https://n795113.github.io/portfolio/rigger

Summary

- A skilled rigger with software development and animation experience
- 8 years experience of using Maya
- Experience with Qt, Python, Mel, and level languages, such as C, and Rust
- Good at communicating with both developers and non-tech colleagues
- Knowledge sharer who also contributed to open sources

Experience

Backend Engineer
CLICKFORCE

Oct 2021 - Mar 2022 (6 months)

- Designed and built an internal ERP from scratch using PHP, and Javascript. The tech stack includes Docker, MySQL, Redis, and Websocket.
- Built a CI workflow for the service.
- Deploy services on GCP with sandbox and production environments
- Helped recruit new developers for the team.

Backend Engineer
Fontrip

Dec 2020 - Sep 2021 (10 months)

- Developed and Maintained a booking API for the biggest travel agency, Lion Travel, in Taiwan
- Built a webhooks system with features like subscribable events, and delivery records.
- Developed a sales-report page using ElasticSearch.

Character Rigger (Freelance)
MixCode Studio

Oct 2018 - Dec 2018 (3 months)

- Provided a better rigging solution to achieve the director's needs with extra flexibility.
- Implemented a cartoony facial rig based on Bezier curves.
- Remodeled some assets to fit topology.

3D Generalist
Whitelight Motion

Jul 2016 - May 2018 (1 year 11 months)

- Responsible for modeling, rigging, and animation.
- Developed a flexible and reusable cartoony facial rig which was applied in multiple projects.
- Besides 3D productions, also participated in story development, character design, and storyboard.

Education

Sheridan College

Graduate Certificate, Computer Animation

2019 - 2020

• Overall GPA 3.85

• Graduation film, Cigarette After Fight, won the Best Animation of New York Movie Awards, 2020.

National Taiwan University of Science and Technology

Commercial Design

2012 - 2016

• Graduation film, Afro Crab, was nominated for Tokyo Anime Award Festival, 2017, for Short Animation.

Skills

Python (Programming Language) • MEL • Autodesk Maya • Nuke • Substance Painter • ZBrush • GitFlow • Go (Programming Language) • C (Programming Language) • Amazon EC2