
Xiaowei “Oscar” Tan

3D Technical Artist

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PORTFOLIOS

VFX Art Reel (Framestore, 2014 – 2021)

<https://vimeo.com/482787528> (Password: txw2025)

VFX Tech Reel (2014 – 2021)

https://tarnlift.github.io/reel/xwt_vfxTechReel_2014-2021.pdf

SUMMARY

Technical Artist with 9+ years in real-time graphics and 3D pipeline development—adept in Houdini, Maya, Unreal Engine, Babylon.js and Python-driven automation. Proven at building immersive digital twins and USD-based workflows for live demos and presentations, translating complex concepts into compelling visuals alongside cross-functional teams.

CORE SKILLS

Real-Time Engines Dev & Graphics

Babylon.js, Godot, Unreal Engine, WebGL, GLSL

Pipeline, Tool Dev & Automation

- Tool Dev: Maya, Blender, Houdini, Substance Painter, Pipeline
- Procedural Content Generation: Houdini, Blender
- Cloud Rendering & Asset Management: AWS EC2, S3

Languages & Softwares

- Programming: Python, TypeScript/JavaScript, C#
- DCCs & Renderers: Maya, Blender, Houdini, ZBrush, Adobe Substance Suite, Adobe After Effects, Arnold, V-Ray, Redshift
- Graphic Libraries: libigl (geometry processing)
- Others: PyQt, Git, Bash/Zsh, AWS CLI, Docker CLI

EXPERIENCE

Amazon.com, NY | *Oct 2021 - Present*

3D Design Technologist, Visual Innovation Tech | *Jan 2024 - Present*

- Designed and implemented a scalable, automated video generation pipeline on AWS EC2 leveraging Blender and Babylon.js, producing over 50,000 unique product fly-through videos weekly
- Improved and deployed interactive product visualization experience for Amazon's large-scale web platforms, significantly enhancing visual fidelity for millions of customers

3D Technical Artist, Fashion & Fitness | *Oct 2021 - Jan 2024*

- Collaborated with engineers to develop core rendering and animation features in Babylon.js, enabling an innovative 3D virtual try-on experience for apparel
- Developed internal tools for 3D artists to efficiently create and manage 3D avatars and garment assets for the virtual try-on experience

Framestore, NY | *June 2014 - Sept 2021*

Technical Director | *Oct 2021 - Jan 2024*

- Developed and maintained critical pipeline tools in Python, automating artist workflows in Maya and Houdini and increasing production efficiency across global studio locations
- Led the creation of 3D assets and lighting for high-profile TV series, commercials, and immersive VR/AR experiences
- Managed a global in-house asset library, ensuring seamless access and technical integrity for all production teams

3D Generalist | *June 2014 - Nov 2017*

- Created high-fidelity CG assets for award-winning commercials and VR projects using a combination of procedural and traditional modeling techniques
- Designed and led motion graphics projects, overseeing the artistic and technical execution from concept to final delivery

EDUCATION

Pratt Institute *M.F.A. 3D Animation*

Sept 2010 - Dec 2013

Communication University of China *B.A. Digital Film Production*

Sept 2004 - May 2008