

TIANWEI XIA 夏天伟

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WORK EXPERIENCE

Technical Artist 2021 – 2022

[Keywords Studios](#) [Shanghai, China]

- + created material shaders using Unreal Engine
- + created vfx animations using Niagara

Animation & Technical Director 2017 – 2020

[Shuoyi Medical](#) [Remote]

- + communicated with clients during the design phase
- + managed the operations of different animation projects
- + designed pipelines for the animations

R&D Technical Artist, Environmental Artist 2015 – 2016

[Sparkly Key Animation Studio \(秦时明月\)](#) [Shanghai, China]

- + created blueprints, shaders, and pipelines using Unreal engine
- + created VR walkthroughs for an immersive environment
- + designed and modeled animation sceneries for the Qinmoon

Architectural Designer 2014

[ATOL Architects](#) [Shanghai, China]

- + executed the design development and code application phase for BTZ project, a mixed use urban development project in Beijing, with a focus on curtain wall design

Architectural Designer 2013

[KTGY Architects](#) [Washington DC, US]

- + executed the concept and the design development phase of a mixed use affordable housing project located in the Washington D.C. Metro Area

Architectural Designer 2010 – 2012

[SIPDRI](#) [Suzhou, Jiangsu, China]

- + designed civil, industrial and commercial architectural projects with a focus on green design
- + communicated with clients and AE counterparts on projects
- + produced construction documentations, applied local and national codes for various projects

PROGRAMMING EXPERIENCE

[SpringMVC : Education Management System](#) 2020 – 2021

SpringMVC + MyBatis + SQL + Bootstrap + HTML5

- IntelliJ + Tomcat + JDK + Webstorm + Power Designer + Navicat*
- + created a database for an educational organization that organizes staff and students information

SKILLS

Softwares

Houdini
Unreal
Zbrush
Maya
Rhinoceros
SpeedTree
Nuke
Photoshop
Premiere
Mental Ray
Sketchup
Solidworks
Revit
CAD
FormZ
CNC

Programming

Python
SpringMVC
Java
MySQL
JS
Jquery
Maven
MyBatis
HTML
CSS
Linux

Languages

English
Mandarin

EDUCATION

[Beifeng Web](#) [Shanghai, China]

SpringMVC, Linux, Python 2019

[Shanghai Media Group](#) [Shanghai, China]

Modeling, Animation, Rendering 2015

[Robert McNeel & Associates](#) [Tongji, Shanghai, China]

Rhinoceros 2012

[Pennsylvania State University](#) [University Park, PA, US]

BS Architecture c/o 2009

[Sede di Roma : Pantheon Institute](#) [Rome, Italy]

Architecture 2006

[Barnstone Studios](#) [Coplay, PA, US]

Fine Arts 2005

CERTIFICATIONS

Rhinoceros

SolidWorks

HONORS

Premio Piranesi Yourcenar Design Winner [Rome] 2006

Scott Trustee Scholarship [University Park, PA] 2005 -2006

Corbelletti Design Award [University Park, PA] 2005

Schreyers Honors Scholarship [University Park, PA] 2003 -2004