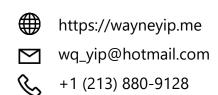
Wayne Yip Wen Qian

CREATIVE SOFTWARE DEVELOPER



EVALUELISE	
FXPFRIFNCE	
EXPENIENCE	

Snap, Inc.

Incoming Interactive Engineering Intern

Jun 2020 – Sep 2020

Developing AR/VR prototypes and animation tools in the Camera Platform team.

Activision Blizzard:

Animation Tools Engineering Intern

Toys For Bob

• Devised studio-wide pipeline to export Maya physics animation to Unreal Engine.

Jun 2019 – Aug 2019

Developed Maya tool in PyMEL to set up spline IK and nHair for dynamic joints.

• Wrote Unreal plugin in C++ to automate RigidBody setup using FBX data.

Heavy Iron Studios

Technical Art Intern

Jun 2018 – Aug 2018

Fixed 7 proprietary tools from crashing on startup by eliminating PyQt bugs.

Created sequencer tool in Python & PyQt/PySide to automate Maya FBX exports.

PROJECTS ------

Ginkgo

Art Lead · 3D Horror Game

• Directed art pipeline across 10 artists and animators in year-long Unreal project.

• Rigged 5 creatures in Maya; implemented hair and cloth simulation in Unreal.

Plasticity

Technical Artist · 3D Platform Game

Jun 2018 – May 2019

Jun 2019 – present

• Shipped on Steam (20k+ downloads), developed in Unity with team of 30.

• Rigged 7 characters in Maya; troubleshot rig and animation export issues.

SKILLS -----

Languages: Python (Maya, PyQt/PySide), C++ (Qt, OpenGL, Unreal Engine), MEL

Software: Maya (scripting, rigging, modeling), Unreal Engine, Unity, Qt Designer, Perforce, Git

EDUCATION -----

University of Southern California, B.S. in Computer Science (Games) | 3.66 GPA

Aug 2016 – May 2020 Relevant Coursework: Computer Graphics, Linear Algebra, 3D Engine Programming,

Game Prototyping, 3D Animation, Character Rigging, Crowds & Effects Simulation

Hwa Chong International School Singapore, IB Diploma | 43 Points

Jan 2010 – Oct 2015 Higher Level Subjects: Mathematics, Physics, History (777, full score)

LEADERSHIP ------

USC SIGGRAPH President

Apr 2019 – Apr 2020 Conducted 6-part workshop series on Maya 3D modeling, rigging and animation.

USC Viterbi Teaching Assistant | Game Prototyping

Aug 2019 – Apr 2020 Co-designed new syllabus; guided class of 30 in making weekly Unity prototypes.