

Wen Qian (Wayne) Yip



wayneyip.me



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EDUCATION

University of Southern California, B.S. in Computer Science (Games) | 3.85 GPA, Dean's List

May 2020 Graduation Minor in 3D Animation

Coursework: Character Rigging, Data Structures, Game Design Workshop

SKILLS

Software: Maya, Blender, Unity, Photoshop, Illustrator

Languages: C++ (Qt), Python, JavaScript, HTML/CSS, MATLAB

EXPERIENCE

Honmon, Inc.

May 2017 – present

Character Artist | iOS Monster Collection Game

- Sprite, animate & perform anatomy corrections on 100+ monster characters.
- Automate image compression for 900+ sprites by designing MATLAB scripts, reducing application storage size by 1 MB.

PROJECTS

Island Zoetrope

Nov 2017 – present

Character Rigger | 3D-Printed Zoetrope

- Collaborate in team of 4 to construct rotating animation device from scratch.
- Rig skeletons, skins and controls for 4 characters in Maya (crab, seal, bird, tree).
- Develop custom control UI and modeling automation scripts in Python.

RetroMe

May 2017 – Oct 2017

Character Artist, Programmer | 2D Avatar Creator

Demo on github.com/wayneyip/retrome

- Developed interactive avatar creator in object-oriented C++/Qt from scratch.
- Devised algorithms for sprite layering and random character generation.

Chroma Temple

Sep 2017

Art Lead | 2D Video Game

Awarded Excellence in Art, USC Game Jam

- Collaborated with 5 programmers/artists on dungeon crawler game in Unity.
- Created 40+ original sprites for animated characters and effects in 24 hours.

Trojanator

Sep 2016 – Apr 2017

Art Lead | 3D-Printed Stop Motion Film

Featured as Official Promo Video for 3D4E at USC

- Modeled mascot in Maya and 3D-printed it as 12" action figure collaboratively.
- Directed filming of 1400-frame stop motion animation featuring said mascot.

ACTIVITIES

Clubs: **3D4E (3D Printing Club)**, Animation Team, Cofounder & Art Lead
Malaysian Student Association, Assembly Representative

Hackathons: **USC Game Jam 2016 & 2017**, Best in Show & Excellence in Art
AthenaHacks 2018, Student Mentor