Wayne Yip

CREATIVE SOFTWARE DEVELOPER

🌐 http://wayneyip.me

✉ yipw@usc.edu

📞 (213) 880-9128

EXPERIENCE

Activision Blizzard:
Toys For Bob
Jun 2019 – Aug 2019

Animation Tools Engineering Intern
- Devised studio-wide pipeline to export Maya physics animation to Unreal Engine.
- Developed Maya tool in PyMEL to set up spline IK and nHair for dynamic joints.
- Created Unreal plugin in C++ to convert nHair data to Unreal capsule physics.

Heavy Iron Studios
Jun 2018 – Aug 2018

Technical Art Intern
- Upgraded studio art pipeline from Maya 2015 to 2017, fixing 7 proprietary tools.
- Created sequencer tool in Python and PySide to automate Maya FBX exports.
- Developed quick access system in MEL for proprietary Maya tools.

PROJECTS

Ginkgo
Jun 2019 – present

Art Lead | 3D Survival Horror Game
- Directing art pipeline across 10 artists and animators in year-long Unreal project.
- Rigging 5 creatures in Maya; setting up Unreal hair and cloth simulation.
- Scripting Maya auto-rigging tools in Python for face rigging and IK/FK switching.

Plasticity
Jun 2018 – May 2018

Technical Artist | 3D Cinematic Platform Game
- 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: C++ (Qt, OpenGL, Unreal Engine), Python (Maya, PyQt), JavaScript (three.js), MEL

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

EDUCATION

University of
Southern California
Aug 2016 – May 2020

B.S. in Computer Science (Games) | 3.65 GPA
Relevant Coursework: Computer Graphics, Linear Algebra, Software Development, 3D Computer Animation, Character Rigging, Crowds & Effects Simulation

LEADERSHIP

USC SIGGRAPH
Apr 2019 – present

President
- Directing 6-person executive board in yearlong event planning and marketing.
- Conducting 6-part workshop series on Maya 3D modeling, rigging & animation.

USC Viterbi School
of Engineering
Aug 2019 – present

Teaching Assistant | CSCI426: Game Prototyping
- Selected as sole teaching assistant for 2 semesters for class of 30 students.
- Designing new course syllabus with Prof. Andy Nealen on prototyping topics.