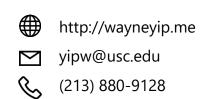
# Wayne Yip

### CREATIVE SOFTWARE DEVELOPER



#### EXPERIENCE -----

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.
  - 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

**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

Jun 2019 – present

**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

**B.S. in Computer Science (Games)** | 3.65 GPA

Southern California

Relevant Coursework: Computer Graphics, Linear Algebra, Software Development,

Aug 2016 – May 2020 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.