Wayne Yip Wen Qian

CREATIVE SOFTWARE DEVELOPER

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EXPERIENCE

Snap, Inc.
Jun 2020 – Sep 2020

Incoming Interactive Engineering Intern
- Developing AR/VR prototypes and animation tools in the Camera Platform team.

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

Heavy Iron Studios
Jun 2018 – Aug 2018

Technical Art Intern
- 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
Jun 2019 – present

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
Jun 2018 – May 2019

Technical Artist · 3D 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: 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 out of 45 Points
Jan 2010 – Oct 2015   Higher Level Subjects: Mathematics, Physics, History (777, full score)

LEADERSHIP

USC SIGGRAPH
Apr 2019 – Apr 2020

President
Conducted 6-part workshop series on Maya 3D modeling, rigging and animation.

USC Viterbi
Aug 2019 – Apr 2020

Teaching Assistant | Game Prototyping
Co-designed new syllabus; guided class of 30 in making weekly Unity prototypes.