Wayne Yip

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EDUCATION

University of Southern California   Los Angeles, CA

B.S. Computer Science (Games), GPA 3.76   2016-2020

Minor in 3D Animation

Coursework: 3D Computer Animation, Character Rigging, Generative Animation, 3D Game Art Pipeline,
               Data Structures, Object-Oriented Design, Game Development, Game Engine Programming

SKILLS

Languages: Python (PyQt/PySide), MEL, C++ (Qt), C#, JavaScript, HTML/CSS

Software: Maya (tools dev/rigging/modeling/animation), Unity, Qt Designer, Perforce, Git

WORK EXPERIENCE

Heavy Iron Studios   Manhattan Beach, CA

Technical Art Intern   Jun 2018 – Aug 2018

- Upgraded pipeline from Maya 2015 to 2018, eliminating **PyQt/PySide** bugs in 7 proprietary Maya tools.
- Accelerated Maya workflow by developing quick access system/UI (**MEL**) for proprietary Maya tools.
- Authored sequencer tool (**Python/PySide**) to automate Maya FBX exports to Unity/Unreal, integrated with Perforce.

Honmon, Inc.   San Jose, CA

Character Designer & Pixel Artist   Apr 2017 – May 2018

- Revamped 100+ animated character sprites for upcoming iOS game Honmon.
- Reduced 5% app size by automating compression of 900+ sprites in **MATLAB**.

PROJECTS

Plasticity – 3D Puzzle Platformer   Jun 2018 – present

Technical Artist · www.plasticitygame.com

- Developing **Maya** pipeline for art team of 5+ character modelers & animators in year-long project.
- Rigged main (biped) character from scratch with IK/FK switching and driven key finger/foot controls.

Bendifier – Automated Bendy Joint Creator   Aug 2018 – Sep 2018

github.com/wayneyip/bendifier

- Developed an automated bendy joint creation tool for **Maya** in **Python**.
- Derived and implemented math functions for distributing IK constraint weights.

RetroMe – Interactive Avatar Creator   May 2017 – Oct 2017

github.com/wayneyip/retrome

- Self-driven personal project in object-oriented **C++** & **Qt.**
- Implemented sprite layering, color changing & random character generation.

ACTIVITIES

Clubs: ACM SIGGRAPH, 3D For Everyone, MEGA (Makers of Entertaining Games Association)

Hackathons: USC Game Jam 2016 & 2017, AthenaHacks 2018, HackTech 2018