Wayne Yip

TOOLS ENGINEER

github.com/wayneyip
yipw@usc.edu
(213) 880-9128

WORK EXPERIENCE

USC Viterbi School of Engineering Los Angeles, CA
Teaching Assistant: CSCI 426, Game Prototyping Aug 2019 – present
- Guiding class of 10 students in ideation of weekly game prototypes in Unity and Unreal.

Activision Blizzard - Toys for Bob Novato, CA
Tools Engineering Intern Jun 2019 – Aug 2019
- Established studio pipeline to export Maya physics-based animation to Unreal.
- Developed Maya tool in PyMEL to automate spline IK and nHair setup for dynamic joints.
- Developed Unreal plugin in C++ to automate physics body/constraint setup using FBX data.

Heavy Iron Studios Manhattan Beach, CA
Technical Art Intern Jun 2018 – Aug 2018
- Upgraded 3D art pipeline from Maya 2015 to 2018, re-enabling 7 proprietary Maya tools.
- Developed sequencer tool in Python, PySide and Qt Designer to automate Maya FBX exports.
- Accelerated 3D art pipeline by developing quick access system in MEL for studio Maya tools.

PROJECTS

Ginkgo – 3D Survival Horror Game Jun 2019 – present
Art Lead
- Directing art pipeline across 5 artists, from concept art to engine, in year-long Unreal project.
- Handling all technical aspects of art, including rigging in Maya and simulation setup in Unreal.

Plasticity – 3D Cinematic Platform Game · www.plasticitygame.com Jun 2018 – May 2019
Technical Artist
- Released on Steam with 20k+ downloads, developed in Unity with team of 30 over 1 year.
- Constructed 7 character rigs (sea lion, dog, bird, humans) in Maya and Python.

Wreck-It Retail – Three.js eBay Virtual Shopper · Best eBay Hack, 2nd Place @ HackTech 2019 Mar 2019
Superflick – Three.js Marvel Comics Reader · Best Disney Hack @ HackTech 2018 Mar 2018

SKILLS

Languages: C++ (Qt, Unreal Engine), Python (Maya, PyQt/PySide, PyMEL), MEL, JavaScript (three.js), HTML/CSS
Software: Maya (tools dev, rigging), Unreal Engine, Unity, Qt Designer, Perforce, Git

EDUCATION

University of Southern California Los Angeles, CA
B.S. Computer Science (Games), GPA 3.64 Aug 2016 – May 2020

ACTIVITIES

USC ACM SIGGRAPH (President), USC Malaysian Students' Association