Wayne Yip Wen Qian

CREATIVE SOFTWARE ENGINEER

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EXPERIENCE ---

Mighty Bear Games
Oct 2020 – present

Technical Artist
- Developing rigs and shaders for upcoming mobile game project.

Snap, Inc.
Jun 2020 – Jul 2020

Interactive Engineering Intern
- Authored new Lens Studio tools in JavaScript to improve user scripting workflow.
- Designed AR experiences in Lens Studio for prototyping/testing new features.

Activision Blizzard:
Toys For Bob
Jun 2019 – Aug 2019

Animation Tools Engineering Intern
- Devised studiowide pipeline to export Maya physics simulation 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 physics body setup using FBX data.

Heavy Iron Studios
Jun 2018 – Aug 2018

Technical Art Intern
- Fixed 7 in-house Maya tools from crashing on startup by eliminating PyQt bugs.
- Created sequencer tool in Python & PyQt/PySide to automate Maya FBX exports.
- Developed quick access system in MEL for bookmarking proprietary Maya tools.

PROJECTS --

Ginkgo
Jun 2019 – Jun 2020

Art Lead · Unreal Engine 4 Game · *30k+ Steam downloads*
- Directed art pipeline across 10 artists and animators in year-long Unreal project.
- Handled rigs and physics simulation for 4 characters; wrote 4 auto-rigging tools.

Plasticity
Jun 2018 – May 2019

Technical Artist · Unity Game · *20k+ Steam downloads*
- Rigged 7 characters in Maya; troubleshot rig and animation export issues.
- Collaborated with artists and engineers to implement IK animations in Unity.

SKILLS --

Languages: Python (Maya, PyQt/PySide), C++ (Qt, OpenGL, Unreal Engine), C# (Unity), MEL

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

EDUCATION ---

University of Southern California, B.S. in Computer Science (Games) | 3.66 GPA

Hwa Chong International School Singapore, IB Diploma | 43 out of 45 Points

LEADERSHIP --

USC SIGGRAPH Student Chapter (President), USC Game Prototyping (Teaching Assistant)