




Wayne Yip

ART PIPELINE DEVELOPER

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EXPERIENCE

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| <i>Snap, Inc.</i>
Jun 2020 – Sep 2020 | Incoming Interactive Engineering Intern <ul style="list-style-type: none">Developing AR/VR prototypes and animation tools in the Camera Platform team. |
| <i>Activision Blizzard:
Toys For Bob</i>
Jun 2019 – Aug 2019 | Animation Tools Engineering Intern <ul style="list-style-type: none">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 collision capsule setup using FBX data. |
| <i>Heavy Iron Studios</i>
Jun 2018 – Aug 2018 | Technical Art Intern <ul style="list-style-type: none">Upgraded studio art pipeline from Maya 2015 to 2017, fixing 7 in-house tools.Created sequencer tool in Python and PySide to automate Maya FBX exports. |

PROJECTS

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| <i>Ginkgo</i>
Jun 2019 – present | Art Lead 3D Horror Adventure Game <ul style="list-style-type: none">Directed art pipeline across 10 artists and animators in year-long Unreal project.Rigged 5 creatures in Maya; implemented character effects simulation in Unreal.Derived custom cloth skinning algorithm for cloth-sewing game mechanic. |
| <i>Plasticity</i>
Jun 2018 – May 2019 | Technical Artist 3D Cinematic Platform Game <ul style="list-style-type: none">Shipped on Steam (20k+ downloads), developed in Unity with team of 30.Rigged 7 characters in Maya; troubleshoot 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

<i>University of Southern California</i> Aug 2016 – May 2020	B.S. in Computer Science (Games) 3.66 GPA Relevant Coursework: Computer Graphics, Linear Algebra, 3D Engine Programming, Game Prototyping, 3D Animation, Character Rigging, Crowds & Effects Simulation
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LEADERSHIP

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| <i>USC SIGGRAPH</i>
Apr 2019 – Apr 2020 | President
Conducted 6-part workshop series on Maya 3D modeling, rigging and animation. |
| <i>USC Viterbi</i>
Aug 2019 – Apr 2020 | Teaching Assistant Game Prototyping
Co-designed new syllabus; guided class of 30 in making weekly Unity prototypes. |