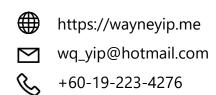
Wayne Yip Wen Qian

TECHNICAL ARTIST



EVDEDIENICE	
Snap, Inc.	Interactive Engineering Intern
Jun 2020 – Jul 2020	Authored new Lens Studio tools in JavaScript to improve user scripting workflow.
Activision Blizzard:	Animation Tools Engineering Intern
Toys For Bob	• Devised studiowide pipeline to export Maya physics simulation to Unreal Engine.
Jun 2019 – Aug 2019	 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	Technical Art Intern
Jun 2018 – Aug 2018	• 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	Art Lead · 3D Horror Adventure Game
Jun 2019 – Jun 2020	• 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	Technical Artist · 3D Cinematic Platform Game
Jun 2018 – May 2019	• 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 Souther	n California, B.S. in Computer Science (Games) 3.66 GPA
Aug 2016 – May 2020	Relevant Coursework: Computer Graphics, Linear Algebra, 3D Engine Programming,

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 President

Apr 2019 – Apr 2020 Conducted 6-part workshop series on Maya 3D modeling, rigging and animation.