Wayne Yip

ARTIST · PROGRAMMER

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EDUCATION

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

May 2020 Graduation

Minor in 3D Animation in Cinematic Arts
Dean's Scholar (half-tuition) · Dean's List (all semesters) · 3.92 GPA
Relevant Coursework: Character Rigging, Linear Algebra, Data Structures

EXPERIENCE

Honmon, Inc.
May 2017 – present

Character Artist (Contract)
- Revamp 100+ animated character sprite sets for monster collection game on iOS.
- Sprite, animate & perform anatomy corrections on biped, quadruped, bird & fish.
- Optimize time and space efficiency for artists by designing MATLAB scripts to automate image compression for 100,000+ sprites.

PROJECTS

RetroMe
May 2017 – present

2D Avatar Creator Application
Demo Available on GitHub
- Develop interactive avatar creator in object-oriented C++, using Qt for GUI.
- Devise solutions for layered sprite rendering, using sorting and inheritance.
- Implement random character generation and sprite color modification.

Chroma Temple
Sep 2017

2D Video Game
Excellence in Art, USC Newbies & Veterans 24-Hour Game Jam
- Collaborated as artist with 5 programmers/artists on dungeon crawler in Unity.
- Created 40+ original sprites for animated characters and effects in 24 hours.

Trojanator
Sep 2016 – Apr 2017

3D-Printed Character Animation
Adopted as Official Promo Video for 3D4E at USC
- Cofounded animation team to design mascot for 3D-printing organization, 3D4E.
- Modeled (in Maya) and 3D-printed a 12'' action figure of mascot collaboratively.
- Directed filming of 1400-frame stop motion animation featuring said mascot.

Little Green Soldier
Feb 2013 – Dec 2016

2D Video Game
Top Rated Game on Scirra Arcade, 10,000+ Plays Across 100+ Countries
- Scripted action platformer in HTML5 game engine with boss fight and cutscenes.
- Created 400+ original sprites for animated characters, effects and tilesets.

SKILLS

Languages: C++ (Qt), C#, Python, MATLAB
Software: Maya, Unity, Illustrator

CLUBS

3D4E at USC, Animation Team Cofounder & Art Lead
USC SIGGRAPH, Member