

Wen Qian (Wayne) Yip



wayneyip.me



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EDUCATION

University of Southern California, B.S. in Computer Science (Games) | 3.85 GPA, Dean's List

May 2020 Graduation Minor in 3D Animation

Coursework: Character Rigging, Generative Animation, Software Development,
Data Structures & Object-Oriented Design (C++), Linear Algebra

SKILLS

Languages: C++ (Qt, SDL), Python, JavaScript (three.js, jQuery), HTML/CSS, MATLAB

Software: Maya, Blender, Git, Visual Studio, Photoshop, Illustrator

EXPERIENCE

Honmon, Inc.

Apr 2017 – present

Technical Artist | iOS Game

- Sprite, animate & perform anatomy corrections on 100+ monster characters.
- Automate image compression for 900+ sprites by designing MATLAB scripts, reducing application storage size by 1 MB.

PROJECTS

Superflick

Mar 2018

Marvel Comics Virtual Reader | three.js, jQuery, HTML, CSS, Git

Awarded Disney's Best Hack Using Marvel API, HackTech 2018

- Implemented motion-based page-flipping with turn.js and Myo Armband.
- Created animated 3D environment from scratch with three.js and Tween.js.

Island Zoetrope

Nov 2017 – present

3D-Printed Animation Device | Maya, Python, MEL

- Collaborate in team of 4 to construct rotating animation device from scratch.
- Create 4 custom rigs in Maya with Python scripts for automated rigs & control UI.

RetroMe

May 2017 – Oct 2017

Interactive Avatar Creator | C++, Qt, Qt Creator

Demo on github.com/wayneyip/retrome

- Developed as personal project in object-oriented C++ and Qt.
- Devised algorithms for sprite layering and random character generation.

Trojanator

Sep 2016 – Apr 2017

3D-Printed Stop Motion Film | Maya, Makerbot Print

Featured as Official Promo Video for 3D4E at USC

- Modeled mascot in Maya and 3D-printed it as 12" action figure collaboratively.
- Directed filming of 1400-frame stop motion animation featuring said mascot.

ACTIVITIES

Clubs: **3D4E (3D Printing Club)**, Animation Team, Cofounder & Art Lead
SIGGRAPH USC Chapter, Member

Hackathons: **USC Game Jam 2016 & 2017**, Art Lead (Best in Show & Excellence in Art)
HackTech 2018, Front-End Developer (Disney's Best Hack Using Marvel API)