

Wayne Yip Wen Qian

TECHNICAL ARTIST



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EXPERIENCE

Activision Blizzard:

Toys For Bob

Jun 2019 – Aug 2019

Animation Tools Engineering Intern

- 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 RigidBody setup using FBX data.

Heavy Iron Studios

Jun 2018 – Aug 2018

Technical Art Intern

- Fixed 7 proprietary 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 – present

Art Lead · 3D Horror Adventure Game

- Directed art pipeline across 10 artists and animators in year-long Unreal project.
- Rigged 5 creatures in Maya; implemented hair and cloth simulation in Unreal.
- Derived custom weight-painting algorithm in Python for skinning cloth meshes.

Plasticity

Jun 2018 – May 2019

Technical Artist · 3D Cinematic Platform Game

- 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

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

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

Apr 2019 – Apr 2020

President

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

USC Viterbi

Aug 2019 – Apr 2020

Teaching Assistant | Game Prototyping

Co-designed new syllabus; guided class of 30 in making weekly Unity prototypes.