# Wayne Yip Wen Qian

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## WORK EXPERIENCE

**Technical Artist**                                                              Nov 2020 – Oct 2023
**Mighty Bear Games**

Project: Mighty Action Heroes – Maya, Unity URP – WebGL, Android

- Established workflows and standards for performance profiling, Python scripting, and VFX creation.
- Organized regular optimization passes on WebGL and Android, maintaining budgets for FPS, memory and loading times across 5 software releases.
- Streamlined character LOD creation process from 3 weeks down to 1 week by developing 4 Maya tools in Python to automate texture baking, skinning, and exporting.
- Created custom shaders in Unity (Shader Graph, HLSL) for characters, environments, and post-processing.
- Developed Blender plugin in Python for artists to rapidly iterate over 5000 image renders across 4 months.

Project: Disney Melee Mania – Maya, Unity URP – iOS, tvOS, macOS

- Managed outsourcers on delivery and iteration of 20+ Disney-Pixar character assets over 18 months.
- Developed procedural scatter tool in C#, streamlining object placement from 1 hour to 15 mins per map.
- Optimized performance on mobile devices with Xcode, bringing low-end iOS devices from 20 to 60 FPS.

**Tools Engineering Intern**                                                     Jun 2019 – Aug 2019
**Toys for Bob @ Activision Blizzard**

Projects: Crash Bandicoot 4, Crash Team Rumble – Maya, Unreal Engine 4

- Devised prototype pipeline to simulate Maya physics-based animations in Unreal Engine.
- Created Maya tool in PyMEL to automate setup of dynamic spline IK joints on character rigs.
- Developed Unreal plugin in C++ to calculate setup for physics colliders on character skeletons.

**Technical Art Intern**                                                         Jun 2018 – Aug 2018
**Heavy Iron Studios**

Projects: (unannounced) – Maya, Unity, Unreal Engine 4

- Upgraded studio-wide art pipeline from Maya 2015 to 2018, fixing 7 existing tools that crashed on startup.
- Accelerated 3D art team's workflow by developing bookmark system in MEL for proprietary Maya tools.
- Developed Maya tool in Python and PySide to automate FBX animation exports to Unity and Unreal Engine.

## EDUCATION

**B.S.in Computer Science (Games)**                                              Aug 2016 – May 2020
University of Southern California, Viterbi School of Engineering

## SKILLS

**Languages:** Python, JavaScript (Three.js, React), HTML, CSS, C++, C#, HLSL, GLSL, MEL
**Software:** Unity, Unreal Engine, Maya, Blender, Xcode, MS Visual Studio, Git/GitHub/Sourcetree, Perforce
**Skills:** Tool Development, Shaders, Profiling & Optimization, 3D Modeling, Rigging, Animation