



# Wang Zheng (王政)

📍 Shanghai, China

📅 1991-09-11

☎ +86 159-0219-3958

✉ 739855175@qq.com

🌐 <https://zhwangsh.github.io/about/>

🌐 [linkedin.com/in/zheng-wang-519226a1](https://www.linkedin.com/in/zheng-wang-519226a1)

## WORK EXPERIENCE

Jan, 2018  
|  
NOW

**Virtuos Computer Software Co., Ltd.**

**Technical Artist**

NFS, Untitled VR Game, SPM Project

- Set up client required working environments for artists during pre-production including perforce, game engine, DCC plugins and etc
- Write automation scripts, mostly batch scripts, to speed up the environment setup process
- Day-to-day troubleshooting support for artists, mostly in commercial or in-house engines, content creation softwares, and their relevant plugins
- Write project based documents, such as how to use client-provided materials and plugins
- Content and level optimization for VR project
- Create tools in Maya using pymel, and in Houdini using vex
- Create procedural and modular building generation HDA in Houdini

Mar, 2017  
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Dec, 2017

**Shanghai V-Sensory Co., Ltd.**

**Technical Artist**

Black Shield (VR)

- Work with lead technical artist, to help solve technical problems for 3D artists
- Simulate explosion, demolition and collapse using RBD (Houdini, PhysX, PDI, DMM)
- Experiment new techs and tools for artists, such as motion capture (NOITOM, Chingmu), facial capture (Faceshift), 3D Photogrammetry (Agisoft, CapturingReality)
- Help create and organize materials in unreal engine 4
- Learn to write shaders using Cg and HLSL language
- Procedural and parametric modeling using Houdini
- Profile game performance based on UE4 integrated GPU Visualizer and Renderdoc
- Help translate game story and lines into English

## EDUCATION

Jun, 2014  
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Jun, 2016

**MASTER OF SCIENCE, DIGITAL MEDIA**

**Drexel University, GPA: 3.720/4.0**

3141 Chestnut St, Philadelphia, PA, 19104

Sep, 2009  
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Jun, 2013

**BACHELOR OF SCIENCE, COMPUTER SCIENCE**

**East China University of Science and Technology**

130 Meilong Rd, Xuhui, Shanghai, China, 200237

## AWARD

Oct, 2015

**Student Game Design Competition Runner Up  
Chi Play 2015**

Sep, 2012

**Thrid Class Scholarship**

**East China University of Science and Technology**

Sep, 2011

**Thrid Class Scholarship**

**East China University of Science and Technology**

## LANGUAGE

Mandarin ( Native Proficiency )

English ( Professional Working Proficiency )

## PROFESSIONAL SKILLS

Autodesk Maya

Houdini

Unreal Engine 4

Unity 3D

Python/Pymel

VEX

HLSL/CgFX

Visual Material Editor

Perforce Visual

Batch Script