



Work Experience

Meta, Inc, Menlo Park, CA

March 2024 - Present

Senior Technical Artist (Horizon)

- Developed automated pipeline that accelerated asset production throughput by over 8x, enabling artists to configure, review, and mass-produce asset variants
- Researched and prototyped genAI character creation pipeline, including mesh post-processing, procedural uv generation, and auto-rigging HDAs
- Coordinated with researcher and engineering teams to integrate ML model creation capability into product
- Authored documentation and led live training, enabling artists and external vendors to self-troubleshoot asset pipeline errors

Technical Artist (Avatars)

- Tech Art lead for Skin and Cosmetics on Meta Avatars 2.0, coordinating between Art, Engineering, and TA teams to ship 355+ cosmetics assets
- Designed a USD-based node graph system for parametric color and material variants
- Implements Python Maya tools and GUIs using Qt to automate art production and batch create modular clothing assets
- Implemented particle based crowd system for Avatars for large scale events in Horizon
- Created skel-blending solution for retargeting base skel to stylized/realistic skel targets
- Architected USD material system to enable advanced features such as glint placement, cell shading, and multi-material combinations across meshes

PRO Unlimited @Meta, Inc, Menlo Park, CA September 2022 - March 2024

Technical Artist V (Avatars)

- Researched and implemented Avatar AR experiences across Messenger & Instagram
- Wrote custom HLSL/Spark SL shaders to support various prototypes
- Developed Maya tooling for animation retargeting systems
- Prototyped AR effects in Spark using JavaScript and Patches
- Collabrated with engineers to help profile and optimize AR effects for moible

The Third Floor, Inc, Los Angeles, CA September 2020 - September 2022

Technical Director (TTF Animation Department)

- Developed show-specific Unreal Widget Blueprints/Python tools for automation
- Maintained and refactored code for shot and lighting management tools in engine
- Developed python toolkit for NPR rendering stylization for final animations

Virtual Production Technical Artist (Project: Ant-Man and the Wasp: Quantumania)

- Plan and execute shots, sequences, and revisions based on storyboard
- Oversaw engine renders for 20+ visualization sequences
- Made custom FX materials and FX Tools for procedural ant crowd population, shrink and shield FX, crowd animation blueprint controller, energy creature effects
- Prepped and cooked builds for AR scouts in Cyclops (proprietary AR simulcam)
- Taught and mentored Unreal TA/TD Trainees about TTF Pipeline/workflows

DMG Entertainment, Beverly Hills, CA June 2019 - September 2020

Technical Artist (Project: TRANSFORMERS VR CENTER)

- Shipped three attractions in Transformer Theme Park in Shanghai, China
- Calibrated and troubleshooted OptiTrack volume with 80 cameras
- Animate 3D characters with keyframe and motion capture cleanup/accentuation
- Acted as a liaison between vendor game studio partners and DMG on art pipeline
- Managed and tracked bugs on JIRA for attraction development

Education

Gnomon School of Visual Effects, Los Angeles, CA

ETP Program - 2021-2022

Relevant coursework: Houdini 2, Houdini 3, Scripting for Production

University of Southern California, Los Angeles, CA

Bachelor of Arts, Animation and Digital Arts - Class of 2019

Magna Cum Laude

Minor in Video Game Programming

Dean's List Fall 2015 - Spring 2019

Skills

CG

Autodesk Maya
Arnold
Redshift
V-Ray
Zbrush
Substance Painter
Cinema 4D
Houdini
Massive

VFX

Nuke
After Effects
SynthEyes
Mocha

Realtime

Unity
Unreal Engine
Motive
MotionBuilder
Touch Designer
Embergen

2D/Video

Photoshop
Illustrator
Indesign
Premiere

Languages

English
Chinese

Development

Python
PySide2 / PyQt
Qt Designer
Unreal Blueprint
Mel
Maya API
C++
C#
JavaScript
VEX
GLSL / HLSL / Spark SL
Perforce / Git
Jira
Shotgun
Claude Code

Interests

Game Dev, tools & pipeline,
Visual Effects, Animation,
Motion Design, Cinematography,
Teaching, Film Scoring