



## Work Experience

Meta, Inc, Menlo Park, CA

March 2024 - Present

### Technical Artist (Avatars)

- Led initiatives as TL for Skin and Makeup, coordinating between Engineering, Art, and Pipeline teams to ship 230+ hair assets and 125+ makeup assets
- Designed a USD-based node graph system for skin+makeup system on avatars to simulate SSS effects and unlock multi-layer compositing
- Implements Python Maya tools and GUIs using Qt to automate artists workflow to batch create modular clothing asassets
- Developed duotone hair highlight feature in USD, increasing feature usage by 10x
- 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
- Profiled and optimized AR effects for moible with XFN teams
- Authored 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

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)

- 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
- QC env. asset publishes and conform external assets from vendor studios
- Prepped and cooked builds for AR scouts in Cyclops (proprietary AR simulcam)
- Helped artists troubleshoot and debug pipeline issues
- 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
- Established Standard Operating Procedure for Theme Park operation staff
- Conducted attraction playtest and interviews in Chinese Mandarin
- Animated Optimus Prime for attraction introduction videos
- Layout and rendered in-game animation from UE4
- 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

## Interests

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