

# Technical Artist

# XIAOLIN LIU

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## Skills

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### Core Skills:

Scripting, Shader Programming, Lighting, Rendering, 3D Math, Rigging, VFX, Modeling, Texturing

### Tools:

Unity 3D, Unreal Engine 4, Maya, Substance Designer, Photoshop, Premiere, Audition, 3DS Max

### Programming:

C++, Python, Mel, JavaScript, C#, OpenGL, HTML5, AngularJS

## Education

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**CARNEGIE MELLON UNIVERSITY** | Entertainment Technology Center (ETC) | Pittsburgh, PA | 2014 - 2016  
Master of Entertainment Technology

- Computer Graphics, Entertainment Design Studio, Building Virtual Worlds, Visual Story, Client-Side Web Technologies

**BEIJING LANGUAGE AND CULTURE UNIVERSITY** | Beijing, China | 2010 - 2014  
Bachelor of Engineering in Digital Media Technology

- Computer Graphics, Digital Image Processing, Data Structure, Computer Programming in C and C++, Database, Structure and Interpretation of Computer Programs

## Work Experience

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**TECHNICAL ARTIST** | HypeVR | San Diego, CA | Oct, 2016 - Present

- Develop tools and plugins for artist to semi-automate the art workflow.
- Work with engineer to create and set up shader for in-house engine.

**UNREAL TECHNICAL ARTIST (VR)** | Artigen Corporation | Brea, CA | Jul, 2016 - Oct, 2016

- Designed and created 3D Menu for Unreal VR project (for both Oculus and HTC Vive platform).
- Worked with environment artist to optimize, test and debug the environment element in the engine.
- Worked with texture artist to establish workflow for Substance in Unreal Engine.

**TEACHING ASSISTANT** | Introduction to Maya | CMU, Pittsburgh, PA | Jan 2016 - May 2016

- Assisted with hands-on tutorials during classes and help students with their questions or problems.

**TECHNICAL ARTIST INTERN** | NetEase Games | Hangzhou, China | Jun 2015 - Aug 2015

- Solved problems faced by PC game group about Unity 5 Global Illumination system.
- Developed Unity tool for artists to automatically populate with Light Probes and set up Unity 5 Global Illumination for games.
- Developed custom shaders for skybox, character and particle system in Unity 5.
- Developed Unity tool and shader to create a virtual directional light for better illumination.

## Academic Projects

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**3D ANIMATION "LOVERS MEET"** | **TECHNICAL ARTIST** | ETC, Pittsburgh, PA | Jan 2016 - May 2016

- Worked on environment, lighting, shading, rendering and particle system for a blended live-action/animated short film.

**MOBILE GAME "SOLIDARITY"** | **TECHNICAL ARTIST, 3D ARTIST** | ETC, Pittsburgh, PA | Sep 2015 - Dec 2015

- Created all the digital assets in Maya, Substance Designer and Unity 5, including modeling, texturing and game VFX.

**CAVE INTERACTIVE EXPERIENCE** | **PROGRAMMER** | ETC, Pittsburgh, PA | Jan 2015 - May 2015

- Developed shooting, throwing, and bow & arrow interactive experience using PlayStation Move for the CAVE space.
- Designed and developed earthquake and horse riding interactive experience using the motion floor and Kinect 2.

**BUILDING VIRTUAL WORLDS** | **3D ARTIST** | ETC, Pittsburgh, PA | Sep 2014 - Dec 2014

- Designed and developed five Unity 3D interactive virtual worlds (two weeks each), using platforms such as Oculus Rift, Kinect, Eye Tracking, Leap Motion, and PlayStation Move, with new groups and goals for each round.