

Jenny Liu

jennyliu0026.wixsite.com/portfolio

EXPERIENCE

Senior Technical Artist, Dreamhaven Inc.

Sept 2020 –
present

- Worked on Wildgate, a multiplayer first person shooter game
- Responsible for the shaders used for characters, environments, clouds, ships, VFX, and other effects, starting from the prototype phase through launch and beyond
- Collaborated with 3D and VFX artists to hit visual targets for materials and to reduce pain points in the artists' material authoring process
- Created pipeline tools for collision generation in Houdini
- Created custom shaders and tools to aid the material workflow in Maya
- Helped artists troubleshoot problems with Maya and Unreal Engine, including issues with Lumen, Nanite, and Niagara
- Wrote custom Niagara modules to assist with VFX creation
- Set up pipelines and documentation for procedural volume texture creation in Unreal
- Implemented gameplay code using Blueprint and C++ for material effects at runtime
- Accelerated the UI team's workflow by writing shaders for frontend and HUD elements with complex designs, allowing UI engineers to combine multiple elements into a single widget
- Ported models and shaders for outsourcing teams to use

Senior Technical Artist, Apple Inc.

Jan 2020 –
Sept 2020

- Created shaders and helped prototype applications in Unity for the Apple Vision Pro
- Worked closely with design team to test different visual effects
- Wrote shaders using the Metal API for a proprietary augmented reality engine

Technical Artist, Blizzard Entertainment

May 2017 –
Dec 2019

- Wrote and optimized shaders for look development in a proprietary game engine for an unannounced game
- Created pipeline tools for Maya and Substance Designer
- created a Maya tool for the Overwatch team to generate LODs for adjoining meshes while keeping vertices consistent along mesh seams, using a proprietary Activision API

SKILLS

Languages: HLSL, OpenGL, Python, C++, C#, Java

Software: Unreal Engine, Maya, Houdini, Substance Designer, Unity, Photoshop

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

May 2018

Master of Entertainment Technology

Dartmouth College, Hanover, NH

June 2016

Bachelor of Arts, Cum Laude:

GPA:

Major in Applied Mathematics and Biology, Minor in Digital Arts

3.70/4.0

ADDITIONAL EXPERIENCE

SIGGRAPH 2019 Real-Time Live Subcommittee, SIGGRAPH 2018 Student Volunteer Team Leader, GDC 2017 Conference Associate