

# Jenny Liu

[jennyliu0026.wixsite.com/portfolio](http://jennyliu0026.wixsite.com/portfolio)

## EXPERIENCE

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### 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 set up a streamlined material authoring process
- Created tool for generating collision meshes for environments in Houdini
- Created custom shaders and tools to aid the texturing workflow in Maya
- Provided technical support for 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

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

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

## EDUCATION

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**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

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