

TENGHAO WANG, Technical Artist

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EDUCATION

Master of Entertainment Technology, Carnegie Mellon University, Expected May 2016

(Relevant Courses: Computer Graphics, Visual Story)

MS in Electrical and Computer Engineering, Purdue University, June 2014

(Relevant Courses: Computer Graphics, Image Processing, Visualization Techniques)

BS in Electrical Engineering, Nanjing University of Aeronautics and Astronautics, June 2012

(Relevant Courses: Data Structure, C Language, Operation System)

SKILLS

PROGRAMMING: C++, C#, Python, Mel, MaxScript, JavaScript, OpenGL, GLSL, HLSL, Matlab

DCC TOOL: Maya®, 3DSMax®, Zbrush®, Unity 3D®, Substance Designer®, Houdini®, Photoshop®

CORE SKILLS: Scripting, Rigging, Shader Programming, Modeling, Lighting, Rendering, Stereoscopic

WORK EXPERIENCE

Technical Artist, NetEase Games, Hangzhou, China, May 2015-August 2015

- Developed the tool for artists to convert the traditional shader texture to PBR standard texture
- Worked on the in-house FBX exporter in 3ds Max. Implemented the functionality for skeleton optimization and animation management
- Developed the tool in Unity3D® for artists to blend baked global illumination information to achieve better lighting effect
- Developed VR demo for current project by using Oculus Rift and Xbox controller

3D Visualization Innovator, CIVS Simulation, Hammond, Indiana, August 2012-June 2014

- Assisted with computer programming and modeling for various Virtual Reality projects at the center
- Explored and researched newly released Virtual Reality technology and devices

ACADEMIC PROJECTS

Technical Artist / Programmer – Electronic Arts at Redwood City, CA

Carnival Mini Games: Jan 2016 – May 2016

- Develop two carnival style mini games for connected TV platform
- Create custom shaders and implement special particle effects in Unity3D®

Technical Director / Rigger, Producer – Carnegie Mellon University, PA

Animation “Race 2420” Project: August 2015 - December 2015

- Designed the rigs for cartoony characters and help animator troubleshoot challenges in Maya®
- Developed pose/animation library tool for animator to retarget animation data between different characters
- Maintained the animation pipeline and ensure the digital assets could be transferred between different DCC tools.

Character TD / Rigger, 3D Artist– Carnegie Mellon University, PA

Animation “Shattered” Project: Jan 2015 - May 2015

- Modeled and textured all the animation characters and digital assets
- Riggered the characters and developed the rigging tool in Maya® using Python
- Implemented cloth simulation in Maya® nCloth and Houdini®

Technical Artist /3D Artist – Carnegie Mellon University, PA

Building Virtual Worlds August 2014-December 2014

- Created five games using new platform such as Oculus Rift, Kinect, Eye Tracking in one/two week cycle with 4/5 new team members
- Troubleshoot rendering and graphics challenges to ensure art asset can be integrated into a game without sacrificing artistic vision