

# TENGHAO WANG, Technical Artist

(219)-629-5529    [www.tenghaowang.com](http://www.tenghaowang.com)    [tenghaow@andrew.cmu.edu](mailto:tenghaow@andrew.cmu.edu)

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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, Visual Concepts/2K Games**, Novato, California, Feb 2017 – Present

- Worked on project “NBA 2K18”

**Technical Artist, High Moon Studios/Activision**, Carlsbad, California, June 2016 – Jan 2017

- Shipped project “Call of Duty®: Infinity Warfare”
- Optimized levels to ensure game runs above 60 fps without sacrificing artistic vision
- Worked with designers and engineers to solve lighting, rendering and graphics-related challenges.
- Worked on project “Destiny”
- Rigged characters and setup cloth simulation
- Developed in-house tools to help optimize the art pipeline

**Technical Artist / Programmer, Electronic Arts**, Redwood City, California, 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 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 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.