TINGWEN LIAO

Principal/Lead Technical Artist

tingwenliao@gmail.com
+1 (412) 482 8012
www.tingwenliao.com

Technical Art Leader with 10+ years of experience in the gaming and entertainment industry, shaping AAA pipelines and teams — driving innovation at Blizzard, TikTok, and Bonfire by bridging art and engineering, integrating AI/automation, and building scalable creative workflows. Proven track record in rapid prototyping, greyboxing, and establishing foundational art pipelines for R&D and indie projects.

EXPERIENCES.

Bonfire Studios

Principal Technical Artist, Irvine - Jan. 2025 - current

- Led a 3-5-person mixed internal-external team, Oversaw task planning, asset quality assurance and delivery timelines.
- Built Tech Art DCC pipeline tools with Python, Maintained studio Maya tooling, rigging and cloth systems.
- Used proprietary engine based on Unity, Implemented in-engine features with C#: plane colliders, animation preset saving, socket weapon / VFX preview to allow artist iteration without full-game runtime.
- Designed strategies and roadmaps for tech art pipelines to support live game launch, (over 100+ skins and hero assets)
- Enabled cross-functional teams: built scalable asset-export pipelines for environment artists; owned the streamlined outsourcer engine repository and acted as primary support contact for all repo-related incidents.
- Ensured live-launch readiness as Tech-Art Lead by driving internal hiring, training external partners, and establishing comprehensive documentation for rig/skin standards and Maya/repo workflows to streamline onboarding.

Tiktok

Lead Technical Artist, Los Angeles - 2021 - 2024

- Led Tech-Art for TikTok Avatar (20M+ global live users); secured early-stage cross-functional support, owned full zero-to-one and mature-project lifecycles, and reliably delivered results within limited-resource constraints.
- Managed internal and outsourced teams to deliver 100+ assets while establishing scalable pipeline strategies across cross-functional groups.
- Transitioned projects across proprietary engines and overhauled version control pipelines, successfully migrating artists from Dropbox to Perforce to ensure secure, scalable asset integration.
- Partnered with engineering leads to integrate AI-powered automation into asset and animation workflows, deploying ComfyUI pipelines to streamline project generation, LoRA training.
- Presented project updates and delivered executive-level show-and-tell demos of TikTok Avatar for company leadership.
- Patent - [P-115525-JP-PCT-1] - A Multiplayer Duo Camera AR Avatar technical framework.

Blizzard Entertainment

Character Technical Artist, Irvine - 2019 - 2021

Diablo IV

- Created 30+ Skins and Mount armorsets.
- Developed NPCs, hero armor sets, and oversaw multiple monster families and the mount system.
- Retargeted and converted existing assets from legacy rigging and cloth workflows to proprietary engine.

Overwatch / Overwatch 2

- Produced seasonal character skins for live-service game releases.
- Built Python/PyQt tooling to streamline character-focused technical-art workflows.

New York University Game Center

Adjunct Professor, New York - 2018

- Designed and launched NYU's 1st Intro to 3D Game Animation course for graduate and undergraduate students.
- Hands-on classroom workshops and organized industry site visits to connect students with game-studio professionals.

Viacom Next

Lead Artist, New York 2016 - 2018

- Transformer AR: Cade's Junkyard
- Built end-to-end art pipelines from ground-up for the AR title.
- Led outsourced art teams, aligned deliverables with Paramount stakeholders, and managed project scope and outsourcing budgets.
- The Melody of Dust VR - Character TD
- Delivered character technical-art work for this award-noted VR experience featured by Rolling Stone and officially selected for SXSW.

MTV VMA Countdown Facebook AR Camera Filter

- Owned art-side technical delivery for the real-time AR social filter campaign.

Deloitte Digital

Technical Artist, New York - 2018

- Supported multiple cross-client AR/VR engagements including the Bose eCommerce interactive experience; built art workflows and resolved asset-implementation blockers.

Legendary

Character Artist, Burbank - 2016

- Led tech art on innovated AR demos on HoloLens.
- Created experience like Pacific Rim AR and responsible for rigging and art implementation.

Women in Animation

Outreach program, NewYork - 2019 - 2020

Oriental Dreamworks

Modeling and Surfacing Intern, Shanghai - 2014

EDUCATION.

Carnegie Mellon University

Master of Entertainment Technology

Tongji University

Bachelor, Animation

Universidad Carlos III de Madrid

Exchange Program, Media Studies

Animsquad

Facial rigging and animation classes

INTEREST.

Ski Snowboard

M-Pop / K-Pop

Making Indie Games

Cosplay

LANGUAGE.

Chinese

English

Japanese

SKILLS.

Game Engine

Unity

Unreal

Rigging Scripting

Maya

Python

PyQt

C#

Version Control

GitHub

Perforce

AI Tools

Claude

Cursor

ComfyUI