



# TINGWEN LIAO

## Principal/Lead Technical Artist

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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.
- 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, New York - 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