TINGWEN LIAO

Lead Technical Artist

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PORTFOLIO.

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

Principle Technical Artist, Irvine - current

- Manage outsourcing partners and tech artists, established documentation and standards
- Lead the character tech art team and mentor other technical artists
- Designed strategies and roadmaps for art pipelines to support live game launch
- Implement and integrate art assets directly in the engine, maintain cloth system with C#

Tiktok

Lead Technical Artist, Los Angeles - 2021 - 2025

- Led tech art for TikTok Avatar, used by 20M+ live users worldwide
- Managed tech art team and outsourcing, implement 100s+ art and animation assets
- Partner with engineering leads to integrate AI-driven automation in asset and animation workflows
- Defined quarterly long-term pipeline strategies balancing scalability, maintainability, and creative iteration efficiency across multi-disciplinary teams
- Align with PMs, Designers, Engineers and prioritize weekly tasks for the art and animation pipeline
- Presented project progresses and hosted show and tell 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
- Converted assets from legacy rigging/cloth simulation to the new system

Overwatch / Overwatch 2

- Produced seasonal character skins for Overwatch and Overwatch 2
- Developed Python/PyQt tools to improve tech art pipelines

New York University Game Center

Adjunct Professor, New York - 2018

- Created NYU's 1st Intro to 3D Game Animation class
- Taught MFA and BFA students; hosted in-class workshops and organized company field trips

Viacom Next
Lead Artist, New York 2016 - 2018

- Transformer AR: Cade's Junkyard
- Developed the Art Pipeline from scratch
- Managed outsourcing team and collaborated with Paramount
- Managed project scopes and outsourcing budgets

- The Melody of Dust VR - Character TD
- Featured by The Rolling Stone Magazine, and SXSW film festival
- Facebook AR Camera Filter for MTV VMA countdown

Deloitte Digital
Technical Artist, New York - 2018

- Various AR/VR projects, including Bose eCommerce

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
K-Pop
Gaming
Cosplay

SKILLS.

Game Engine
Unity
Unreal

Rigging Scripting
Maya
Python
PyQt
C#

Version Control
GitHub
Perforce

LANGUAGE.

Chinese
English
Japanese