



TINGWEN LIAO

Lead Technical Artist / Lead Tech Animator



PORTFOLIO.

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EXPERIENCES.

Tiktok

Lead Technical Artist, Los Angeles - 2021 - current

- Lead tech art for Tiktok Avatar that used by 20+millions of live users in Tiktok worldwide
- Manage tech art team and outsource, implement 100s+ art and animation assets
- Implement Mocap and Face capturing for TT Avatar
- Make strategies and plans for each quaters based on bussiness and project objectives
- Align with PMs, Designers, Engineers and prioritize weekly tasks for the art and animation pipeline development
- Present project progresses and host show and tell of Tiktok Avatar to company leadership
- Lead for designing and building character system and pipeline tools that supports the art and animation team
- Patent - [P-115525-JP-PCT-1] - A Multiplayer Duo Camera AR Avatar technical framework

Blizzard Entertainment

Character Technical Artist, Irvine - 2019 - 2021

Diablo IV

- Lead for all the Mount features in-game
- Npcs, Hero armorsets, incharge of multiple monsters families
- Conversion from old rigging/cloth simulation to the new system

Overwatch / Overwatch 2

- Character seasonal contents for Overwatch and Overwatch 2
- Made tools using Python/PyQt 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 to BFA students, host in class workshops, company field trips

Viacom Next

Lead Artist, New York 2016 - 2018

- Transformer AR: Cade's Junkyard
- Developed the Art Pipeline from scratch
- Mananged outsourcing team, Cooperated 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

Its Me

CG Generalist, New York - 2018

- FACS based facial rigging system design

Legendary

Character Artist, Burbank - 2016

- Lead tech art on innovated AR demos on HoloLens
- Built 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 Artist, Shanghai - 2014



EDUCATION.

Carnegie Mellon Univeristy

Master of Entertainment Technology

Tongji University

Bachelor, Animation

Universidad Carlos III de Madrid

Exchange Program, Media Studies

Animsquad

Online workshops

Taught by Disney animators

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