



# TINGWEN LIAO

Technical Artist

## PORTFOLIO.

[www.tingwenliao.com](http://www.tingwenliao.com)

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## SKILLS.

### Game Engine

Unity

Unreal

### Rigging Scripting

Maya

Python

PyQt

### Version Control

GitHub

Perforce

## EDUCATION.

### Carnegie Mellon University

Master of Entertainment Technology

Class of 2017

### Tongji University

Bachelor, Animation

Class of 2015

### Universidad Carlos III de Madrid

Exchange Program, Media Studies

2013 - 2014

## INTEREST.

K-Pop Dancing

Piano

Learning Japanese

Cosplay



## EXPERIENCES.

### Blizzard Entertainment

Character Technical Artist, Irvine California - 2019 - Current

#### Overwatch / Overwatch 2

- Character skin contents for Overwatch and Overwatch 2
- Making tools using Python/PyQt improve tech art pipelines

#### Diablo IV

- Lead for all the Mount features for Character Tech Art
- Npcs, Hero armorsets, incharge of multiple monsters families

### New York University Game Center

Adjunct Professor, New York - 2018

Created and Taught Intro to 3D Game Animation class to BFA & MFA.

### Deloitte Digital

General Technical Artist, New York - 2018

Various AR/VR projects, including Bose eCommerce, rapid prototype.

### Viacom Next

Lead Artist, New York 2016 - 2018

Transformer AR: Cade's Junkyard

- Developed the Art Pipeline from scratch
- Managed outsourcing team, Cooperated with Paramount

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

### Legendary

Character Artist, Burbank - 2016

Worked on innovated AR demos on HoloLens based on different legendary's IPs. Doing Animation, rigging and implementation

### Oriental DreamWorks

Modeling Surfacing Intern, Shanghai - 2014

### Oculus Pioneer Program

Lead Artist, Designer, Redwood City, CA - 2017

Mystique - A storytelling VR experience with Oculus Rift and Touch

