



TINGWEN LIAO

Sr. Technical Artist

PORTFOLIO.

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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

Tongji University
Bachelor, Animation

Universidad Carlos III de Madrid
Exchange Program, Media Studies

INTEREST.

K-Pop Dancing
Piano
Learning Japanese
Cosplay



EXPERIENCES.

Tiktok

Senior Technical Artist II, Los Angeles - 2021 - current
Designing and building character system and pipeline.

Blizzard Entertainment

Character Technical Artist, Irvine California - 2019 - 2021
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 Intro to 3D Game Animation class to BFA & MFA.

Deloitte Digital

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

Women in Animation

Outreach program, New York - 2019 - 2020

