

LILING LIU

Technical Artist & Character Rigger

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OBJECTIVE

To obtain a Technical Artist/ Character Rigger position at a game, animation, and film company. Experienced Character Rigger with proven skills in creating high quality character, creature rigs, documenting processes, troubleshooting, and setting up art pipelines.

WORK EXPERIENCE

Technical Artist, GENESIS Wave Film Limited, Taipei, Taiwan

March 2022 – Present

Projects: METANI (GameFi), Shards of Her(TV Mini-Series)

- Design and produce the art specifications for the project.
- Work with art teams and outsource teams to create art assets that meet technical needs.
- Rig characters with facial expressions/ Props, model, animation, and fix art assets in Maya.
- Research and analyze Unreal Metahuman, and motion capture into the internal pipeline and determine whether the department's needs can be met by projects.
- Retarget the required animation from the source into the target and troubleshoot modeling, rig, and animation for project needs.
- Integrate art assets into unity and Unreal.
- Create animation, shader, VFX, and layout and design game environment art in Unity.
- Improve workflows, and techs that allow the development of the best possible animation and game pipeline for our teams.
- Reviewed and feedback on outsourced artwork.
- Research artificial intelligence (AI) technologies to explore creativity and introduce it into the production pipeline.
- Collaborate and iterate based on the team's needs.
- Optimize content through enhancing performance and assist in a wide variety of technical and artistic tasks.
- Create an internal asset library GUI tool using Pyside2.
- Communicated and collaborate with the art team and engineers team.
- Guided and encouraged team members including with intern.
- Work with academic - Industry Collaboration to provide a strength-based mentoring program for students about 3D software.

Technical Artist, Reallusion, Taipei, Taiwan

June 2021 – December 2021

Innovation Development Department: A passionate team dedicated to animation technology and software development. Simplifying animation production, making the ideas happen and process fun is the coolest thing we can think of.

- Do topic research and benchmark on demand.
- Responsible for the specification design and functional verification of real-time 3D animation tool software
- Improve the products, tools, workflows, and techs that allow the development of the best possible animation software/pipeline for our users.
- Define internal tool specifications, establish art process and complete process documentation.
- As a core member of the product development team and collaborate with PM to technically communicate with R&D/Art/PM department, and explain and write clear reports.
- Technical feasibility: assist engineers to define technical projects and verification standards.
- Operational feasibility: involve undertaking a study to analyze and determine whether and how well the organization's needs can be met by completing the project. Also, it studies examine how a project plan satisfies the requirements identified in the requirements analysis phase of system development.
- Supporting others: serve the needs of the department and technical support.
- Problem-solving: spot potential problems, and find solutions to art-related problems.

Technical Artist - Contractor, Amazon Game Studios, Seattle, USA

October 2019 – August 2020

CRUCIBLE: AAA video game and free-to-play team-based action shooter where your gameplay is defined by the choices

- Utilize in-house tools to be consist of character rigging.
- Integrate pre-existing avatar rig and weight character skin LODs in an efficient for the scene.
- Using Lumberyard for physics-based and cloth simulation and retargeting animation with characters.
- Skinned drop pods and setup customizable decals
- Reviewed and feedback outsourced characters and weapons
- Collaborate and iterate based on the team's needs.
- Optimize content through enhancing performance and assist in a wide variety technical and artistic tasks.

Character Technical Artist, IMVU, Redwood, USA

May 2018 – October 2019

- Design, create, test, and maintain character rig with facial.
- Troubleshoot and integrate pre-existing avatar rig and weight in an efficient for the scene.
- Work with modelers to create a model that meets technical needs.
- Collaborate with engineers to develop new techniques and processes to solve character production challenges.
- Using Python, PyMel, and Mel to create tools for art team.
- Assist and contribute to the evolution of the art pipeline by bringing technical solutions.
- Solved technical issued when producing in Godot.

Freelance Rigger, Chaosmonger Studio, Tallinn, Estonia

ENCODYA:

February 2019 – May 2019

- Rigged 8 characters with facial expression.

Robot will protect you:

July 2018 – September 2018

A sci-fi animation about a little girl's search for meaning in a world without emotions, directed by Nicola Piovesan.

Award: BEST INTERNATIONAL SHORT FILM at Fabrique Du Cinéma Awards 2018

- Rigged 9 characters with facial expression.
- Rigged 2 robot characters with facial expression.

Contract Rigger, Cloudburst Games LLC, Mountain View, USA

March 2018

Castle Breakout:

It is an escape game for mobile with its stunning photo-realistic 3D graphics and engaging set of puzzles.

- Rigged one swallow animal

Animation Rigger - Contractor, Universal Creative, Los Angeles, USA January 2018 – February 2018

Universal Studios Hollywood Ride: The Secret Life of Pets: Off the Leash!

- Troubleshoot pre-existing creature and props rig setups.
- Rigged at least 6 more about creatures and 2 props.
- Weight creatures in an efficient for the scene.
- Create optimized rigs.
- Correct creatures' modeling shape.
- Create a prop asset
- Assist the team to manage the animation's production document and work with orthographic

Freelance First Lead Rigger, SPYDAWICK, Toronto, Canada

August 2017 – March 2018

- Rigged 6 about characters and creatures
- Oversee task operations of the rigging team
- Review assets regularly, and providing feedback to ensure quality deliverables with Lead Character Artist
- Translate language with peers about artwork

Technical Artist, T- nexus Studio, San Francisco, CA

June 2017 – December 2018

GreedyIsland(Mobile Game)

It is a PVP shooting MOBA mobile game and players pick their own character to defeat opponents according to the gold of each map.

- Rigged at least 8 more about characters.
- Solved technical issued when producing in Unity and baked animation and export FBX
- Oversee task operations of the art team
- Communicated and collaborate with art team and engineers team
- Arranged documents and assists with the preparation and control of production budgets

Intern Technical Artist, Mind Traveler Design, San Francisco, USA

June 2017 – December 2017

PLASMAworlds: BlastBox:

Creating a prototype of a PLASMAworlds game in Gear virtual reality using Maya and Unreal.

- Rigged for 2 creatures.
- Animated and Rigged for 4 plants.
- Baked Animation and export FBX to Unreal.
- Solved technical issued when producing an animation in Unreal.

Freelance Rigger, Kinosys Films, London

May 2017 – June 2017

KIDDO:

It is a sci-fi action /adventure film, directed by Tito Fernandes.

Awards: FilmShortage, OFFICIAL SELECTION PITCH TO SCREEN FILM AWARDS 2018

- Rigged one the character with facial expression

Freelance Character Rigger

May 2016 – Present

- 3D Character, creature, prop, mechanical rigging, facial expression
- Animation, modeling, 2D Character rigging
- Cloth, hair simulation, deformation

PROJECTS

Rigger – Bloodline Generations

January 2018 – September 2018

It is an arena brawler and the game will be played with the majority of ability being skillshot.

- Rigged for 5 game characters

Technical Artist/ Animator– Collaborated between Academy of Art University school, Norman Rockwell Museum, and Tony DiTerlizzi to create game projects.

Four Freedoms, San Francisco, CA

September 2017 – November 2017

Creating a VR game using Maya and Unity.

- Rigged and Animated for 3 props.
- Baked Animation and export FBX to Unity.

Magic Mirror, San Francisco, CA

September 2017 – October 2017

Creating an interactive game using Kinect for Tony DiTerlizzi exhibit.

- Created a full facial rig with self-modeled facial.
- Rigged 2 characters with facial rigging.
- Solved technical issued when producing in Unity.

Technical Artist/ Rigger, Animator – Collaborated with a group of students in various of game projects in AAU.

Patronus, San Francisco, CA

February 2017 – August 2017

Creating iOS/Android platform survival, hack and slash, action RPG in a dark atmosphere of a sci-fi/cyberpunk universe game project using Maya and Unreal.

- Rigged one character.
- Baked Animation and export FBX to Unreal.

Might&Blade, San Francisco, CA

February 2017 – May 2017

Creating combat tactical game project using Maya and Unity.

- Rigged for 2 Characters and 2 props.

Sprocket, San Francisco, CA

April 2017

Creating puzzle game project.

- Rigged and Animated for one character.
- Baked Animation and export FBX to game engine.

GreedyIsland, San Francisco, CA

February 2017 – April 2017

Creating combat game project using Maya and Unreal.

- Rigged for 4 about characters.
- Animated and Rigged for 4 props.
- Baked Animation and export FBX to Unreal.

Midnight Studio, San Francisco, CA

September 2016 – April 2017

Creating a top-down real-time tactical stealth game project using Maya and Unity.

- Rigged for 5 about characters.
- Baked Animation and export FBX to Unity.

EDUCATION

Academy of Art University, San Francisco, CA

June 2014 – December 2017

Master's Degree, Game Development

National Changhua University of Education, Changhua, Taiwan

September 2010 - January 2013

Bachelor's Degree, Department of Information Management with a specialization in Digital Content Technology and Management Program

National Kaohsiung Marien University, Kaohsiung, Taiwan

September 2008 - June 2010

Bachelor's Degree, Department of Information Management

PUBLISHED

[Interview] 【CG Now What ? 】 Ep 11 From Amazon to talk about Crucible game

Technical Artist Ft Liling Liu on Apple Podcast, Spotify Podcast, SoundOn Podcast - InCG Media

“How to Create A Joint-Based Skirt Rig with Auto Collisions in Maya” – Tutorial - Thepoly

“How to Create A Joint-Based Skirt Rig with Auto Collisions in Maya” – Tutorial - InCG Media

“How to Create A Joint-Based Skirt Rig with Auto Collisions in Maya” – Tutorial - Lesterbanks

“Learn how to interact with objects that change the color in Maya” – Tutorial -InCG Magazine Issue 37, Taiwan.

ACHIEVEMENTS/ EXHIBITED

CG Artists Show

July 2020

KUNSTMATRIX

The Norman Rockwell VR Experience

- Norman Rockwell Museum 2020
- THE ART TECH PAVILION - The Sausalito Art Festival August 30 – September 2, 2019
- The US Capital building to members of Congress, Washington D.C. March 2019
- Henry Ford Museum in Dearborn, Michigan 2018

Tony DiTerlizzi's “Never Abandon Imagination” (Magic Mirror)

November 2017

Norman Rockwell Museum

School of Game Development Spring Show Academy of Art University – San Francisco, CA

- 2018 Rockwell VR Experience May 2018
- 2017 First Place: Technical Art/ Animation - Mutant Monsters May 2017
- 2017 Finalist: Technical Art/ Animation - GreedyIsland_character/prop Rigging May 2017
- 2016 Finalist: Rigging for Character May 2016

National Changhua University of Education - Department of Information Management – Changhua, Taiwan

- 2012 Taiwan Glass Gallery Exhibition May 2012
- 2012 First Place - Graduate Project May 2012
- 2012 Excellent Work & Finalist - 3D & Graphic Design May 2012

2011 Best iClone Performance Award

January 2011

IClone4 Award: I3D Animation Competition in Taiwan

SKILLS

Programming Languages: Python, Mel, PyMel, PyQt, PySide, JSON, XML, JavaScript, HTML, CSS

Software APIs: Maya, MotionBuilder

Technologies: GUI (QT/PySide/PyQT), 3D Characters, Creature, Prop, Mechanical Rigging, 3D Facial Rigging, 2D Rigging, Cloth, Hair Simulation, Modeling, Animation, Deformation, Motion Capture animation (Face and Body motion), Motion Capture processing (Editing/Retargeting) (Face and Body motion)

Languages: Mandarin, English, Taiwanese

SOFTWARES

- Maya, Zbrush, iClone, Character Creator, MotionBuilder, 2D Spine, QT Designer
- Unreal Engine, Unity, Lumberyard, Game Maker, Godot, Omniverse Create, Omniverse Machinima
- Photoshop, Illustrator, Indesign, Dreamweaver, Ulead PhotoImpact, GIMP
- After Effect, Premiere pro, Ulead VideoStudio Pro
- Shotgun, JIRA, Ftrack, Asana, Trello, Confluence
- Motion Capture: XSENS , Perception Neuron (AXIS Neuron), Facegood
- Agisoft Metashape, RealityCapture, R3DS Wrap 3D
- Microsoft Office, Open Office, WPS Office