

LILING LIU

Technical Artist

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OBJECTIVE

Technical Artist and AI Engineer with over 8 years of experience across game development, animation, film, interactive exhibitions, and digital content production. Experienced in 3D animation, character rigging, Unity integration, asset optimization, AI tool development, full-stack system integration, and workflow automation. Skilled at bridging art, engineering, and production needs by developing scalable tools and integrating emerging AI technologies, including AI-generated content workflows, AI Agents, and voice / image generation systems. Passionate about improving production efficiency, technical feasibility, and creative quality through reusable digital pipelines and AI-assisted workflows.

WORK EXPERIENCE

Senior Technical Artist / AI Engineer, Cool Creative, Taipei, Taiwan

August 2025 – Present

Projects: 2025 Hon Hai Tech Day (HHTD25), 2026 Foxconn Smart City Expo, Fubon Securities New Website / App AI Pro, Cool Creative Xinsheng Store Saleskit, Be the Beast: Chih-Chieh Lin Basketball Career Exhibition, Unannounced Projects

- Led the development of multiple internal AI and automation tools, including AI storyboard planning tools, AI Image Generator, AI Social Post Generator, AI video editing tools, AI presentation tools, AI voice / singing tools, AI translation tools, Whisper speech-to-text tools, image-to-video tools, and desktop notification systems, helping reduce repetitive tasks and improve content production efficiency.
- Integrated Claude CLI, OpenAI API, LLM workflows, and AI Agent-assisted development processes into daily production, supporting requirement breakdown, code generation, debugging, documentation, rapid prototyping, and internal system iteration to accelerate AI tool and full-stack feature development.
- Built AI-powered video and social media automation workflows, including multi-platform publishing, social content generation, automated replies, influencer marketing support, and scheduling management, helping establish an automated pipeline from content creation and scheduling to publishing and audience interaction.
- Served as an internal technical integration role across technical art, AI tool development, and system development, covering 3D animation, modeling, rigging, Unity development, AI-generated content tools, desktop applications, full-stack systems, backend databases, and cloud service integration.
- Developed front-end, back-end, local, and cloud-based tool systems using Python, Electron, TypeScript, HTML, CSS, JavaScript, and C#, building cross-platform internal tools, management systems, and automated workflows.
- Integrated Supabase, cloud databases, server APIs, OpenAI API, and third-party AI APIs to build data storage, task management, user operation flows, AI task processing, and tool pipeline integration for internal projects, marketing systems, and external exhibition needs.
- Applied AI image generation, voice generation, singing voice generation, video generation, video upscaling, speech recognition, translation, AI Agents, and model training workflows to real-world projects, helping the company build reusable, scalable, and rapidly iterative AI-assisted content production pipelines.
- Developed and maintained Unity project content, including asset integration, shader development, C# tool development, interaction logic, performance optimization, and Unity troubleshooting for interactive exhibitions, marketing displays, and real-time content applications.
- Supported 3D art production and technical workflows, including character and prop modeling, animation, rigging, material creation, Unity asset integration, and the implementation of AI-generated assets into production pipelines.
- Assisted with internal network and equipment workflow setup, including NAS / network architecture planning, folder permission management, exhibition equipment structure planning, and ERP software / hardware research and evaluation to support internal project management and data collaboration.
- Provided cross-department technical support for art, planning, front-end, back-end, video, and project teams, troubleshooting issues related to Unity, Python, full-stack development, AI tools, network equipment, and production workflows, while converting scattered requirements into maintainable and scalable tool pipelines.

Technical Artist, GENESIS Wave Film Limited, Taipei, Taiwan

March 2022 – April 2025

Projects: METANI (GameFi), Shards of Her(TV Mini-Series), Doubles Match(Movie), Organ Child(Movie), Unannounced Projects

- Designed and produced art specifications for diverse projects, ensuring alignment with project goals and technical requirements.
- Collaborated with art teams and external partners to develop art assets in line with technical specifications.
- Rigged characters, including facial expressions and props, and conducted model, animation, and art asset fixes in Maya.
- Researched and analyzed Unreal Metahuman, facegood and motion capture technologies, integrating them into the internal pipeline to enhance project capabilities.
- Retargeted animations from source to target, troubleshooting modeling, rigging, and animation issues to meet project requirements.
- Integrated art assets seamlessly into Unity and Unreal, contributing to the overall project development.
- Utilized Unreal Engine to create and develop phototype projects, showcasing a deep understanding of the engine's capabilities.
- Created animations, shaders, VFX, and designed game environment art in Unity, contributing to the overall visual appeal of the games.
- Improved workflows and implemented technologies to enhance the animation and game pipeline, ensuring optimal development for project teams.
- Reviewed and provided feedback on outsourced artwork, ensuring quality and adherence to project requirements.
- Researched artificial intelligence (AI) technologies, incorporating tools such as stable diffusion, MoveAI, Rokoko, etc., to explore creativity and introduce them into the production pipeline.
- Collaborated closely with the art and engineering teams, communicating effectively to address project needs and iterate on creative solutions.
- Developed an internal asset library GUI tool and Spine plugin tool utilizing PySide2, and designed Photoshop plugin tools using JavaScript.
- Explore the capabilities of HTC VIVE Mars CamTrack technology and seamlessly integrate it into the Unreal Engine, leveraging this cutting-edge technology to elevate both film production and virtual pre-production processes.
- Optimize content through enhancing performance and assist in a wide variety of technical and artistic tasks.
- Guided and encouraged team members, including interns, fostering a collaborative and supportive team environment.
- Worked with academic-industry collaborations to provide a strength-based mentoring program for students focusing on 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.

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

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 / Contract Technical Artist & Character Technical Animator May 2016 – Present

- **Ding Yong Culture Creativity Co., Ltd | 2026 Taiwan Lantern Festival in Chiayi – Agricultural Lantern Zone "Light Up Chiayi, Illuminate Taiwan" Commissioned Service Project**
- **Chengtian Humanities Studio | Online Course Production and Platform Publishing Management (Teachify / PressPlay Academy)**
- **Chaosmonger Studio | 《ENCODYA》、《Robot Will Protect You》**
- **Cloudburst Games LLC | 《Castle Breakout》**
- **Kinosys Films | 《KIDDO》**
- **Norman Rockwell Museum & Tony DiTerlizzi | 《Four Freedoms》、《Magic Mirror》**
- **SPYDAWICK/OWINFIFOX**

Long-term freelance experience supporting domestic and international projects across games, animation, film, and interactive exhibitions. Collaborated with clients across more than 5 countries and contributed to over 17 projects. Experienced in full production workflows for characters and environments, from modeling, rigging, and animation to

engine integration, with strong expertise in cross-style character production, technical art integration, and pipeline optimization.

- Character Rigging: Developed skeleton structures, skin weights, facial controls, FK / IK systems, and auto-rigging modules, with support for cloth simulation, hair simulation, and deformation systems in Maya
- Tools and Pipeline Development: Developed production support tools using Python, PySide, Maya API, and third-party APIs, covering model cleanup, asset organization, batch processing, workflow automation, and AI-generated 3D tools. Integrated Tripo API to support AI 3D generation workflows and downstream production integration.
- Animation Production: Created gameplay animations, performance animations, and 2D skeletal character animations using Spine, with the ability to adjust, export, and integrate animations based on project requirements.
- Modeling and Texturing: Created PBR assets using Maya, Substance Painter, and Photoshop, while incorporating AI image generation tools for concept exploration, material references, and visual asset support.
- Game Engine Integration: Integrated game art assets and animations in Unity / Unreal, with experience in animation controllers, visual effects, shader development, troubleshooting, and cross-department technical coordination.
- Video Editing and Course Production: Produced course and promotional videos, animation demonstrations, asset organization, subtitle editing, image design, and course publishing workflows, while also supporting course content planning and structure.

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

2011Iclone4 Award: I3D Animation Competition in Taiwan

SKILLS

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

Software APIs: Maya, MotionBuilder, Photoshop

Technologies& Expertise:

- GUI Development: Qt, PySide, PyQt, Jetpack Compose
- Rigging: 3D Character, Creature, Prop, Mechanical, Facial, 2D Rigging
- Simulation: Cloth, Hair
- Modeling & Animation: General 3D Modeling, Animation, Deformation
- Photogrammetry & 3D Scanning, AIGC
- Motion Capture:
 - Animation: Face & Body Motion Capture
 - Processing: Editing & Retargeting (Face & 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, Cocos Creator
- Photoshop, Illustrator, Indesign, Dreamweaver, Ulead PhotoImpact, GIMP
- MoveAI, Rokoko, Stable Diffusion, Midjourney, Comfyui, DeepfaceLab, Luma AI, NeRF, Machine Video Editor, ChatGPT
- After Effect, Premiere pro, Ulead VideoStudio Pro
- Shotgun, JIRA, Ftrack, Asana, Trello, Confluence, CGTeamwork
- Motion Capture: XSENS , Perception Neuron (AXIS Neuron), Facegood, MOXI
- Agisoft Metashape, RealityCapture, R3DS Wrap 3D
- Visual Studio Code, Andriod Studio
- Microsoft Office, Open Office, WPS Office