

LILING LIU

Technical Artist

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OBJECTIVE

To apply my diverse skill set and over 7 years of experience as a Technical Artist, contributing to the success of innovative projects in the fields of game development, animation, and film. Adept at designing and producing art specifications, collaborating with cross-functional teams, and integrating cutting-edge technologies into the production pipeline. Proven expertise in character rigging, animation, and asset optimization, along with a strong commitment to enhancing workflows and fostering a collaborative team environment. I can leverage my technical and artistic proficiency to drive creative excellence and project success.

WORK EXPERIENCE

Technical Artist, GENESIS Wave Film Limited, Taipei, Taiwan

March 2022 – April 2025

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

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

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 Technical Artist / Character Technical Animator

May 2016 – Present

- **Chaosmonger Studio** | 《ENCODYA》、《Robot Will Protect You》
- **Kinosys Films** | 《KIDDO》
- **Norman Rockwell Museum & Tony DiTerlizzi** | 《Four Freedoms》、《Magic Mirror》

Freelancing across 10+ projects in games, animation, film, and interactive exhibitions for international clients in 5+ countries. Experienced in the full pipeline—from modeling, rigging, and animation to engine integration—with a strong ability to adapt to diverse artistic styles and technical environments.

- **Character Rigging:** Skeleton setup, skin weighting, facial rigging, FK/IK systems, and autorig tools. Supports cloth simulation, hair systems, and deformation pipelines in Maya. Animation, modeling, 2D Character rigging
- **Animation:** Game animation, performance-based keyframe animation, and 2D character rigging using Spine.
- **Modeling & Texturing:** PBR-ready asset creation using Maya, Substance Painter, Photoshop, and AI-generated base assets.
- **Game Engine Integration:** Integrating game art and animations into Unity and Unreal Engine. Skilled in animation controllers, VFX, shader creation, troubleshooting, and technical coordination.
- **Video Editing & E-learning Support:** Edited training videos and animated demonstrations using After Effects and Premiere. Handled asset prep, image layout, subtitle editing, and publishing workflows for course platforms.

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, Kotlin

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