

LILING LIU

Technical Artist

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OBJECTIVE

To apply my diverse skill set and over 6 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 – Present

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

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, Photoshop

Technologies: GUI (QT/PySide/PyQT), 3D Characters, Creature, Prop, Mechanical Rigging, 3D Facial Rigging, 2D Rigging, Cloth, Hair Simulation, Modeling, Animation, Deformation, Photogrammetry, 3D scan, AI
 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, Cocos Creator
- Photoshop, Illustrator, Indesign, Dreamweaver, Ulead PhotoImpact, GIMP
- MoveAI, Rokoko, Stable Diffusion, Midjourney, 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
- Agisoft Metashape, RealityCapture, R3DS Wrap 3D
- Microsoft Office, Open Office, WPS Office