

Technical artist working across materials and shaders, real-time VFX, procedural environments, tool development, and performance optimization in Unreal Engine and Unity. Experienced in setting asset standards and workflows, and in helping teammates turn artistic intent into real-time results.

Experience

TECHNICAL ARTIST / TECHNICAL ARTIST INTERN05.2026 - 08.2026Remote, China

BallMaze | FreshLi4 Studio

Developed Niagara VFX, environment art, functional shaders and materials, Chaos destruction systems, and supporting tools for real-time scenes. Built modular, reusable assets, profiled and optimized performance, and defined asset production and usage standards to improve quality and team efficiency.

Niagara VFX, Shader development, Post-process optimization, Chaos destruction, C++ Tool development, Real-time performance optimization, Unreal Engine

TECHNICAL ARTIST / MATERIALS, ENVIRONMENT & VFX01.2026 - 04.2026Utah, United States

Hinges | Team Project

Developed material and VFX, implementing vertex animation, procedural texture workflows, post-process materials, and custom shader effects while optimizing performance and defining art pipeline standards for the team.

Procedural Texturing, PBR Material Authoring, Shader Development, VFX Development, Vertex Animation, Unity

TECHNICAL ARTIST / VFX ARTIST, Realtime10.2025 - 12.2025Utah, United States

Teater Time | Team Project

Provided technical art and VFX support for real-time scenes, focusing on particle effects, post-processing, and lighting to enhance atmosphere and gameplay guidance.

Particle systems, Volumetric effects, Post-processing, Shader effects, Stylized rendering, Scene lighting, Blueprint-based VFX, Level workflow, Unreal Engine

TECHNICAL ARTIST / MATERIALS & ENVIRONMENT05.2024 - 12.2024

Sci-fi Environment | Personal Project

Authored procedural materials in Substance Designer and took them through the full pipeline, from parameter tuning to engine integration and validation. Also modeled the scene, built volumetric fog, and set the lighting mood.

Material development, Realistic rendering, Volumetric fog, Unreal Engine

TECHNICAL ARTIST / ENVIRONMENT & REAL-TIME VFX04.2024 - 08.2024

Pinimal | Team Project

Provided technical art support for a stylized real-time environment: procedural and landscape materials, a PCG-based environment generation system, and custom shaders for a cohesive toon look.

Procedural texturing, Auto landscape materials, Runtime Virtual Texture (RVT), PCG, Stylized rendering, Post-processing, Interactive materials, Unreal Engine

TECHNICAL ARTIST / ENVIRONMENT ARTIST06.2024 - 09.2024

Mountain, Lake City and Sunset | Personal Project

Developed a procedural open-world environment pipeline using Houdini and Unreal Engine, focusing on terrain generation, auto landscape materials, and PCG-based scene assembly to support scalable environment production.

Procedural terrain generation, Houdini HeightField workflow, Auto landscape materials, PCG graph, Environment pipeline, Unreal Engine

Skills

- Niagara particle systems
 - Niagara custom modules
 - C++/Python Tool development
 - Volumetric effects
 - Performance optimization
 - Materials & Shaders
 - Procedural texturing
 - Chaos system
- Environment production
 - Post-processing effects
 - Stylized rendering
 - Scene lighting
 - Look development
 - PCG graph (Unreal Engine)
 - Landscape materials
 - Asset standard
- Preferred Software

 - Unreal Engine 5
 - Adobe Substance 3D
 - Adobe Photoshop
 - Autodesk Maya
 - Blender
 - SideFX Houdini

Education

TECHNICAL ART, University of Utah, USA2025 - 2027

Master of Entertainment Arts & Engineering (MEAE)

Courses include: Technical Art, Texture, Rapid Prototyping, Interactive Computer Graphics, Game Studio, Game Design

Wenzhou-Kean University, China2020 - 2024

Bachelor of Arts in Psychology, Degree awarded by Kean University (USA)