

Jing Jin Technical Artist

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Work Experience

Seasun Games, Redwood City, CA

Technical Artist on R&D

2015.09 – present

- Set up production environment in Substance, create substances for artists to use in Substance Designer & Painter
- Work with artists and rendering engineers to define material pipeline and develop shaders in UE4 and in-house game engine
- Create standalone toolbox to facilitate art production pipeline, centralizing and connecting Maya, Max, Zbrush, Substance, etc to allow easy communication between different tools
- Write various scripts to deal with problems such as batch processing Megascans assets from raw assets to engine assets with database
- Help artists understand pbr rendering and solve their random daily problems
- Use debug and profile tools to identify performance bottleneck
- Establish and document workflows and best practices for the creation of optimized content

Crystal Dynamics, Redwood City, CA

Technical Artist on Rise of the Tomb Raider

2013.11 – 2015.08

- Created master and special shaders for environment, character, and effects with physically based rendering pipeline in our in-house game engine
- Helped implement features such as deformable snow, TressFX hair
- Created shader copies in Unreal Engine 4 for outsourcing teams to preview assets
- Wrote standalone tools to facilitate artists with material creation and optimization
- Wrote various Maya tools for the animation team (importer, exporter, rigging selection, skinweight transfer, etc)
- Utilized profile tools to help identify graphics bugs & performance bottleneck

2K Marin, Novato, CA

Engine Programmer on The Bureau: XCOM Declassified

2012.08 – 2013.10

- Worked on many aspects of the in-house customized Unreal Engine 3 (lighting systems, post processing effects, particle systems, material editor, etc)
- Debugged and fixed various engine/graphics bugs on PC and consoles, maintained and improved rendering pipeline
- Utilized profile tools to resolve game performance issues
- Worked with artists to customize engine functionality

Technical Artist on The Bureau: XCOM Declassified

2012.01 – 2012.08

- Built APEX cloth and destruction prototype
- Created and optimized master shaders
- Created specific advanced shaders for FX, implemented them into the game with artists, designers, programmers
- Created and set up weapon decals

Wemo Media, Venice, CA

Intern on The Blu

2011.06 – 2011.08

- Modeled undersea fishes with Maya, ZBrush
- Created detailed diffuse, normal, specular maps with ZBrush, Photoshop

Skills

Programming: Python, HLSL, C++, C#, WebGL, Java
Profile Tools: PIX, GPAD, NSight, GPA, Telemetry
Game Engine: Unreal Engine 3/4, Unity

DCC Tools: Substance, Maya, Photoshop, Max, ZBrush
Video Editing: Premiere, After Effects
Language: Mandarin, English, Japanese

Education

Carnegie Mellon University, Pittsburgh, PA **2010.08 – 2012.05**
Master of Entertainment Technology

Arizona State University, Tempe, AZ & **2009.08 – 2010.05**
Huazhong University of Science and Technology, Wuhan, China **2006.09 – 2009.07**
Bachelor of Mechanical Engineering

Academic Projects

Carnegie Mellon University, Pittsburgh, PA **2011.08 – 2011.12**
Programmer on DARPA Project

- Implemented game physics, UI in a tower building game in Unity for PC and Android, as one of the two programmers on a five-person team
- Created particle effects for the game

3D Artist on WMS Gaming Project **2011.01 – 2011.05**

- Created 3D assets in Maya
- Created promo video in Premiere and After Effects

3D Artist on Building Virtual Worlds **2010.08 – 2010.12**

- Modeled, rigged, animated assets in Maya
- Created five games, each within two weeks, with five different teams each had a programmer, a texture artist, and a sound designer

Arizona State University, Tempe, AZ **2010.01 – 2010.05**
Flash Programmer on Game Development

- Programmed different types of games including platformer, shooter, puzzler in Flash