

QIWEI ZHANG

TECHNICAL ARTIST

CONTACT

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WEB

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Skills

Procedural content generation
Game- ready asset
RBD destruction
Vellum simulation
Rendering
Lighting
Rigging

Realtime VFX
2D SDF shape for effect/UI
Character/vehicle customization tools

Performance improvement
Resource Organization
Version Control
Agile with scrum

HLSL Shader language
VEX,Python, C# Scripting

Software

• Game engine:

Unreal

Unity

• 3D Modeling:

Houdini

3DS Max

Substance Painter

Substance Designer

Adobe Photoshop

Zbrush

• Development:

Perforce

JIRA

Personal project

Destruction for procedural modular spaceship 08/22-present

Procedural Modularity

- Established Houdini and Unreal blueprint procedural tools for controlling different patterns of the spaceship, and export as HDA asset to Unreal.
- Designed and Improved the spaceship hyper modular parts with modular shape language and organized the texture UVs.

Dynamic Material

- Created and simulated the explosion. Use pyro solver to create Fires, smoke. And export with Six-point-lighting which has dynamic light impact on the material.
- Create volume textures with SDF methods for volumetric clouds.
- Made the dynamic laser with mesh distance field function and 3D noise dissolved impact on spaceship's surface, add function for realtime updating impact position with BP

Destruction

- Established a methodology to decide better spaceship destruction assets
- Research and quick prototype RBD and Vellum destruction for different kinds of materials
- Improved performance for destruction meshes and animation VAT textures

Game Dev Experiences

Tencent Games

ROCO Kingdom- Stylized UE5 Game Projects

Unreal Engine 4 Mobile | 5 months, 2021

- Created procedural effect shaders and Niagara systems for element effects, with custom Niagara functions inherited for better performance.
- Created 2D SDF Clouds for the start screen scene.
- Support the artist team with material functions that enable vertex animation, world position offset for grass, and other environmental effects with GPU instancing.
- Create procedural stylized texture for the landscape and assets, and refine material based on artist feedback.
- Use RenderDoc to profiling the Niagara effects performance.
- Developed environment and screen effects in the battle scene, Create different multi_function VFX, like the character skill and buff effect with outglowing VFX, interactive air wall in the open world, the cloud dissolve, and Day/night switch in Map .

Tencent Games

SOC mobile game- Realistic UE4 Game Projects

Unreal Engine 4 | 7 months, 2021

- Responsible for the character makeup system in Unreal Engine. I teamed up with Engineers and Technical Artists to help further the state of this blueprint system on material attributes, and refine the render target methods and material input.
- Responsible for 3D volumetric clouds and establish the workflow for SDF clouds texture generate in Houdini and enable exporting textures with density field information by this tools.
- Houdini procedural workflow for world assets, procedural plants with random masking and refine the tools.
- Research the motion matching animation for AAA games and create a prototype animation blueprint for pushing box animation.

Conjury Revell

TGP capstone game- UE4 Game Projects

VFX artist- Design and create the spell VFX art style

- Design and create a Niagara system effect based on 4 elemental combined effects: Fire, thunder, ice, and gravity.
- Responsible for character dissolve effect and create procedural workflow for Vellum tools to generate VAT animation based on mesh.
- Use Houdini and Embergen to create procedural Volume texture, flipbook, and models like lighting and crystals and physic simulation like destruction and explosion.
- Create environment fogs and postprocessing materials, light shaft for better visuals and performance.

Education

Southern Methodist University, Guildhall/Dallas, TX

08/2022--05/2023

-Master of Interactive Technology(MIT) in Digital Game Development, Art Creation Specialization

-China Academy of Art

09/2016---05/2020

-Undergraduate degree

- Game art creation