



mutts12138@gmail.com

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#### Skills

- Modeling
- Rigging
- Texturing
- Animation
- Unreal Blueprint Scripting
- Unreal Gameplay Ability System
- Unreal C++
- Unity C#
- Unity Netcode for Game Objects
- Unity Lobby

#### **Tools**

- Unreal Engine
- Blender
- Autodesk Maya
- Zbrush
- Unity
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro

## Language

- English
- Chinese

## Education

School of Visual Arts - BFA (2019-2023)

Computer Art, Animation & Visual Effects

# Experiences

2024

Game Dev & Technical Artist | LT3 Ascension Entertainment Inc.

- Ultilize Unreal blueprint scripting to implement player control, gameplay abilities, AI behavior tree, dynamic HUD, inventory system, equipment system, etc.
- Integrated the Gameplay Ability System, and created a skill tree system for player ability progression.
- Created gameplay abilities for both player and NPC, including animation montages, hit traces, cost/cooldown, and dynamically altering gameplay attributes.
- Integrated the Articy Draft X into the dialogue system pipeline for effortless organization and creation of dialogues, branching, etc.
- Quick grey boxing level maps for testing.

2022-2023

3D Game Artist & Game Dev| "Bittersweet" Thesis

- Created models, textures, rigs, and animations for characters and creatures using Maya, imported and set up animation blueprint & montages in Unreal.
- Created props, landscape materials, foliage, toon shader, etc. to build an appealing environment for a top-down isometric level.
- Ultilize Unreal blueprint scripting to implement player control, Al behavior trees for vairous creatures, interactable objects, etc.

2021-2022

3D Modeler | "Midas" Thesis

Provided assistance by modeling, sculpting, and UV props.

2021-2022

3D Animator | "Mission 2089" Thesis

· Provided assistance by animating minor shots.

2018

Intern | Blue Life Media

- Wrote articles to be featured on the Bleu website.
- Designed fliers to promote events on Instagram.