

# Vance Wu // Technical Artist

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## // OBJECTIVE

To empower teams and champion optimal workflows for developers by building strong bridges between the technical and the creative

## // SKILLS

Language/Technology Proficiency:

Python	C#	MEL
PyQt	HTML/CSS	Javascript
pandas	HLSL	Ruby
MAXScript	React	

Software/Tools Proficiency:

Maya	Unity	Photoshop
Git	Perforce	Rider
JIRA	Confluence	XCode
Instruments	Unreal	ZBrush
3ds Max	Adobe XD	

- Architect, scale, and maintain 3D art pipelines
- Develop Unity, Maya, and any tools/automation to empower artists and designers
- Conduct performance profiling sweeps to inform guidelines on content asset budgeting and overall build health
- Contextualize and present complex problems and solutions to a wide array of developer disciplines
- Deploy and support VCS like git and P4
- Write and maintain comprehensive documentation and TDDs
- 3D content creation of models, textures, animations and rigs
- In/Outsource pipeline management
- Author basic to intermediate Unity shaders

## // EDUCATION

The Art Institute of California in SF  
San Francisco, CA  
B.S. in Game Art & Design  
December 2008

## // EXPERIENCE

### Senior Technical Artist I

Nov 2016 to Present

*Blizzard Entertainment – Irvine, CA*

- Architect and maintain the 3D art pipeline at scale
- Write and maintain tools for artists and designers such as Unity import validation, Maya animation retargeting, Maya morph deformation, general automation/batching and things that improve workflow and build stability
- Wrote polygon/texture density debug shaders as well as the gradient tint shader that is used throughout the game
- Develop workflows for memory footprint and performance profiling to inform guidelines on content asset budgets
- Work closely with QA and tools/client engineering to maintain build health by triaging and fixing asset and content related bugs to deliver stable builds
- Shipped titles: TBA

### Senior 3D Artist

Jan 2015 to Oct 2016

*TinyCo – San Francisco, CA*

- Helped establish the studio's first 3D art pipeline for Avengers Academy
- Created 3D artwork, rigs and DCC tools
- Shipped titles: *Marvel Avengers Academy* (iOS, Android)

### Art Lead (Consultant)

Aug 2014 to Oct 2014

*Fit Entertainment – Honolulu, HI*

- Established the art pipeline and created a character customization system
- Model, texture, rig, animate and implement assets in Unity

### Visual Designer (Consultant)

Dec 2013 to May 2014

*Google – Mountain View, CA*

- Delivered showcase projects for physics and other new SDKs for Android
- Shipped titles: *VoltAir* (Android)

### Object Modeler (Contractor)

Aug 2013 to Dec 2013

*Electronic Arts – Redwood City, CA*

- Hard surface and organic 3D art creation for objects and environments
- Shipped titles: *The Sims 4* (PC, Mac)

### Senior Artist

Dec 2009 to Jun 2013

*Zynga – San Francisco, CA*

- Model, texture, rig, light and render 3D characters and environments
- Developed and maintained style guides for internal and outsource teams
- Shipped titles: *YoVille* (Web), *CityVille* (Web), *Battlestone* (iOS, Android)

### Technical Artist (Contractor)

Feb 2009 to Apr 2009

*Lamplighter Studios – San Francisco, CA*

- Content integration, character rigging, texturing, outsource management
- Shipped titles: *PlayStation Home* (PS3)

References available upon request