

# SHOUYU YANG

## Technical Artist

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## PROFESSIONAL SUMMARY

Technical artist skilled at game tools development, animation tool development, and programming. Passionate about problem solving and taking on challenges that occur during game development.

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## WORK

### Technical Artist, 02/2023 to Present

**The Coalition -Microsoft Studios-** Vancouver, B.C., Canada

- Animation tools development in DCC packages
- Unreal tools development
- DCC packages including Mobu, Maya, ZBrush, Photoshop
- Troubleshoot technical problems in production
- Maintain the Coalition animation tool kit

### Technical Artist, 01/2022 to 02/2023

**Versatile Media** - Vancouver, B.C., Canada

- Build Unreal tools and DCC tools for artists to speed up production progress
- Build Unreal tools and DCC tools for pipeline development
- DCC packages include Houdini, Maya, ZBrush, Photoshop
- Troubleshoot technical problems in production
- Operate Unreal on motion capture stage and virtual camera shooting

### Technical Artist, 08/2021 to 01/2022

**Cela Technology** - Vancouver, B.C., Canada

- Build tools for content creators to speed up production progress
  - Optimize rendering pipeline
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## SKILLS



Unity



Maya



Substance  
Painter



Unreal



ZBrush



Photoshop



Git



Houdini



Keyshot

## Languages

Python

C#

Java

C++

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## EDUCATION

**Master of Digital Media** Digital Media Expectd in 12/2021

**Centre for Digital Media** - Vancouver, BC, Canada

**Bachelor of Science** Computer Science 09/2014 to 12/2018

**University of New Mexico** - Albuquerque, NM, USA