Naijia Jin

412.897.6417 | naijiaworld.com | naijiaj@andrew.cmu.edu

OBJECTIVE

To obtain a position as a technical artist.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   *Expected in May 2021*

Master of Entertainment Technology Courses: Advanced Pipeline Topics for Film and Game Art, Visual Story, Improvisational Acting, Building Virtual Worlds

Beijing Language and Culture University (BLCU) *Beijing, China*   *Sep 2015-June 2019*

B.E Digital Media Technology Courses: Computer Graphics, Linear Algebra, Computational Animation, Computer Network, Digital Image Processing

SKILLS

Programming Language: C#, Python, HLSL, Java, Lua
Software: Unity, Houdini, Maya, Substance Suite, Unreal Material Editor, Perforce

EXPERIENCES

Electronic Arts Inc. Technical Artist Intern, *Orlando, United States*   *Sep 2020- Dec 2020*

• Built Prototype solution for ramp up of dynamic weather TOD system
• Prototyped the workflow for adding new set of characters based on the current animation/character pipeline
• Improved the visual quality of character shader assets
• Collaborated with technical artists, graphics engineers and character artists in the team

CMU National High School Game Academy, Programming TA, *Pittsburgh, United States*   *Jun - Aug 2020*

• Taught Unity C# programming and Unity shader programming at National High School Game Academy at CMU
• Gave 6 lectures on Unity game development, 1 lecture on Unity render pipeline and basic shader authoring
• Helped several groups of students finished two Unity games and troubleshot with bugs they encountered
• Mentored 5 high school students, helped them achieve academic goals during the summer

ACADEMIC PROJECTS

Advanced Pipeline Course Project, Technical Artist, *CMU, ETC*   *Jan - May 2020*

• Designed and built an aesthetically appealing ancient Japanese fantasy style world collaboratively in a 6 person team
• Created art-directable foliage procedural tools in Houdini, generated 24 different kinds of vines
• Created art assets with Maya and Substance suite
• Collaborated with character artist, environment artist and other technical artists in the team

Build Virtual Worlds, Technical artist, *CMU, ETC*   *Aug - Dec 2019*

• Developed 5 rapid prototype 3d game projects in Unity on VR/AR platforms as a technical artist in a 5-preson team
• Created dissolve, blood, special effect with Unity shader based on the project need
• Created stylized torch fire and firework effects with Unity particle system
• Programmed gameplay interactions and utilized Unity timeline to create story based interactions

Self-Study Practice, Technical artist   *May - Nov 2020*

• Implemented IK system in Unity as practice. Implemented NPR character skin and hair shading in Unity
• Created vertex normal average Editor tool in Unity, explored stencil test and created interesting looking shaders
• Built a procedural building generator tool in Houdini for Unity engine. Building pattern is highly randomize-able
• Created Maya graphic editor tweener tool, center tool and group hierarchy tool in Python

ACTIVITIES

ACM SIGGRAPH, Student Volunteer   *Aug 2020*

Global Game Jam, Programmer, *Pittsburgh, United States*   *Jan 2020*

• Designed and developed a fun game that two players need to collaborate to help repair the ice-cream machine
• Implemented the XBOX controller input logic and 2d character animations play logic in Unity