1-(513)-996-8116

DAIYU WEI

Technical Artist

https://www.jonathandweita.com/

Experience

University of Central Florioda - FIEA - Game Lab

"Puppeteering" Technical Artist

Janurary 2024 - Present

- Create Full Body control system for VR in Animation blueprint in Unreal
- Make control able emotion System for Character face
- Rigging for Character, and make Animation

University of Central Florida - FIEA - Sunky Studio

" STAR BOARD" Technical Artist

August 2023 - Present

- Help 3D Artist set up 3D asset in engine and 3D Asset check
- Create Master Materail for Level designer and 3D Artist
- Build VFX for 3D Asset by Niagarra system in UE5
- Make VFX texture by Houdini, Substance Designer
- Make VFX 3D model by 3DMAX
- Rigging Main Character in Maya
- Build pipline from Character design to Mocap to UE5
- Build art pipline
- Set up Character Animation blueprint(state machine)
- Help Programmer set up VFX in game
- make Prefix tool to add prefix for asset by python

University of Cincinnati - Capstone

Technical Artist, Developer

August 2022 to May 2023

- Lead 3 people make an Third person shoot game
- Develop game mechenic
- make VFX for combat system
- build AI behavior Tree
- Set up animation blueprint

Qijixinyou Inc. Suzhou - Healing Planet(unpublished)

Technical Artist

Janurary 2022 - March 2022

- Build Art pipline
- Coordinate the work between animation and programming
- Optimize the game environment to enhance user experience.
- Help build shader and VFX for enviroment.

Awards

Dean's List 2020 - 2023

Education

University of Central Florida

Florida Interactive Enterainment Academy
M.S Interactive Entertainment Tech Art 2024

University of Cincinnati

CECH

B.A Game Development and Stimulation - 2023

DAAP

Minor Game Art - 2023

Skills

- -VFX
- -HLSL
- -Shader&Tool Programing
- -Python
- -Game Development
- -HTML
- -C++
- -C#
- -Rigging
- -3D Model

Software

- -UE Blueprint
- -UE Animation Bluprint
- -UE Niagara
- -UE Material
- -Unity Shader
- -Unity Particle
- -Houdin
- -Mava
- -3DMax
- -Substance Designer
- -Git
- -Adobe Photoshop
- -Zbrush
- -Visual Studio
- -Perforce
- -JIRA