CHENG GU

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SUMMARY

I am a technical artist with fairly balanced artistic and technical skills. Self-confident with critical thinking and learning ability. A creative problem solver who attention to detail, and a highly collaborative. Loves computer graphics. The pursuit of stylized rendering.

Expertise

- Solid game engine knowledge, experience in Unity, UE, and two In-house Game Engines
- Core CG generalist skillset Modeling, UV/Texturing, Rigging, Lighting/Rendering.
- Good aesthetics, ability to create art benchmarks together with artists together according to needs.
- Good knowledge on real-time rendering techniques such as Rendering Pipeline, PBR, NPR, etc.
- Good coding skills and programming habits.
- Ability to translate requests into usable tools and shaders.

EDUCATION

Woodbury University- Media Technology   *2016.09 - 2020.06*

Bachelor of Science | GPA:3.56 / 4.0

Honor/Awards:

- (Fall 2022) Verified Certificate of Achievement on Yan Lingqi's Online Course GAMES 202 Course: High Quality Real-Time Rendering.

- (Spring 2020) Student Leadership Awards from Woodbury University.

- (Spring 2019) "WISIWYG" is exhibited at the famous Getty Art Museum.

SKILLS LIST

Programming Languages

HLSL
C#
Python
C++
JavaScript

Software & Tools

Unity | UE | Maya

Substance | Zbrush

Warp4D | MarvelousDesigner

Photoshop | Houdini

TouchDesigner | Arduino

Git | Perforce

WORK EXPERIENCE

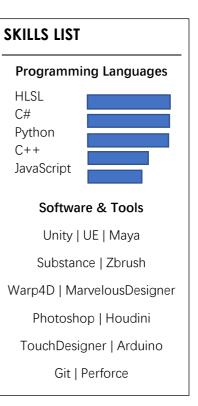### Technical Artist – Ubisoft Shanghai   *2020.08 - Now*

Project Participation: Skull and Bones, Rocksmith+

Job Responsibilities:

- Translate requests into usable tools to improve art creation workflow, e.g., Object Bank Validator, Vertex Color Baker, Template Morpher, etc.

- Creating shader and benchmark materials. e.g., Quilted Maple Wood, Pearloid Material, Animal Material, etc.

- Developing and improving art creation pipeline. e.g., Fur & Hair Generation Houdini Toolkit, Character Beard & Hair creation workflow.

- Writing documentations and helping artists solve different kinds of technical issues.

Tutor - Woodbury University Math Science Tutoring Center   *2017.01 - 2019.05*

Job Responsibilities: Tutoring students in mathematics, programming, and some other science courses.

TEAM WORKS

Stylized NextGen - *Based on Unity* *2022.01 - Now*

A stylized shader pipeline that integrating stylization into advanced physically based rendering using Unity Scriptable Render Pipeline. Recently, I began to develop this project with several colleagues. It also serves as a self-learning and knowledge sharing platform. After the project is relatively complete, we will choose open-source sharing to further optimize and improve the quality of this project.

WISIWYG - *Based on TouchDesigner, Keras, Nltk, and Open AI-GPT* *2019.03 - 2019.05*

A cooperation project between artificial intelligence course and new media course. An immersive interactive installation technology project that combines visual art and artificial intelligence. Exhibited at the Getty Art Museum.

(Responsible for facial recognition, natural language processing, data crawling, and data image interaction.)

Troubadour - *Based on Unity* *2018.03 - 2018.05*

An RPG Rhythm Game that collaborated with Game Design & Art students in my university Game Prototype class. A complete game development process from idea and prototype design to completion of Demo development.
(Responsible for data operation, shader, and game system framework.)

PORTFOLIO LINK *(Includes personal projects)*

https://gucheng0712.github.io/#projects

HOBBY

- Basketball

- Anime

- Video Games