

Xintong Liu

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<https://xintong1807.wixsite.com/myportfolio>
Pittsburgh, PA

Education

Carnegie Mellon University - Pittsburgh, PA

Aug. 2021 - Current

Master of Entertainment Technology

Purdue University - West Lafayette, IN

Jan. 2016 - Dec. 2019

Bachelor of Science in Computer Graphic Technology

Majors: Game Development and Design / Web Programming and Design

EXPERIENCE

Graphic Designer

From Apr. 2021 - Aug. 2021

Lebtn Marketing Association, China

- Poster and brochure design, 3D rendering for products planning, logo design and printing design.

Virtual Production Artist

From Jan. 2021 - Apr. 2021

Yuzhe Media, China

- Pipeline design and rendering in motion capture projects using Unreal Engine 4.
- Responsible in render quantity management, pipeline development and improvement, 3D assets creation.
- Live-link and conversion between different software to achieve best render and visual efficiency.
- Film related VFX creation and green screen.

SKILLS

Art / Tools

Zbrush / Maya / Houdini / Blender / VRoid Studio

Substance Painter / Designer / PBR Shader

Marvelous Designer / Procreate / SAI

Motion Builder / iClone / Rigging / Lighting

Adobe Illustrator / Photoshop / InDesign

Color grading / Anatomy / Physical motion

Programming

Web: C# / PHP / SQL / CSS / JavaScript / JQuery

Game: C++ / Unreal Engine Blueprint / Python

Familiarity of Java, Unity Engine, RPG Maker

General

Office365 / Figma / Wix / Microsoft Azure / Github

PROJECTS

• Game Applications:

Stella(2018): Main programmer using blueprint in Unreal Engine4 in 3 students group.

Works included 2D texture creation, 2D level design, particle system design.

Error Bearers(2019): Character designer and graphic designer in 4 students group.

UI and user interaction design for VR based game for Purdue nursing department.

• Visual Concept Design(2020-2021):

Ghost Officer; Little Fox; Child of Inari; Monsters out-the-cage

Solo design projects - 2D character design, 3D assets and 2D texture creation, story board design.

Character outfit design and environmental rendering and lighting. Stylized particle design in Unreal Engine 4.

• CMU - ETC Building Virtual Worlds(2021)

Role of advanced 3D artist. Compiled 5 game build in every 2 weeks using unity engine for Oculus Quest 2, Hololens, Vive Trackers and location based theme design.

Taking charge in 3D modeling, stylized textures, 2D illustration, story and game mechanism design, particle and shader system in Unity and level design.

• Motion capture Animation pipeline development for film & Motion capture link between games and films(2022)

3D artist for character and textures, visual designer, motion capture and virtual production artist.

In charge of render stylized animation using Unreal Engine 5, group of 5 students.