XINTONG LIU

Technical Director
Visual Production Artist

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Pittsburgh, PA

EDUCATION

Carnegie Mellon University - Pittsburgh, PA   Expected May. 2023
Master of Entertainment Technology

Purdue University - West Lafayette, IN   Jan. 2016 - Dec. 2019
Bachelor of Science in Computer Graphic Technology
        Dual Majors: Game Development and Design / Web Programming and Design

SKILLS

Art / Tools
Zbrush / Maya / / Blender / VRoid Studio
Substance Painter / Designer / PBR Shader
Marvelous Designer / Procreate / SAI
Motion Builder / iClone / Houdini
Adobe Illustrator / Photoshop / InDesign
Perception Neron / Rokoko / Physical Simulation

Programming
Web: C# / PHP / SQL / CSS / JavaScript / JQuery
Game: C++ / Unreal Engine Blueprint / Python
Familiarity of Java, Unity, RPG Maker

General
Office365 / Figma / Wix / MS Azure / Github / Trello

EXPERIENCE

Teaching Assistant   Jan. 2022 - May 2022
IDeATe, Carnegie Mellon University, Pittsburgh, PA
▪ Assist in introduction to 3D animation pipeline, grading and website managing.

Graphic Designer   2021 - Aug. 2021
Lebtn Marketing Association, China
▪ Designed 30+ poster and brochure designs. Introduced 3D rendering tools for client products along with logo design,
digital photography and image manipulation, fast prototype for multimedia products.
▪ Curated 2 exhibition stage designs and conference visual designs.

Virtual Production Artist   Jan. 2021 - Apr. 2021
Yuzhe Media, China
▪ Introduced and designed a new motion capture pipeline and rendered film VFX in unreal engine. Increased production efficiency and
reduced traditional render time by 30%.
▪ Managed 3D modeling production and creation for films and helped increase the impressiveness of VFX visual design.

PROJECTS

 • **Game Applications:**
Stella(2018):
A 3rd person story-based game made in Unreal Engine 4 about family and memory loss.
Main programmer used the blueprint in Unreal Engine 4 in a group of 3 students. Other Works included 2D texture creation, 2D level
design, particle system design.
Error Bearers(2019):
VR application of Oculus Go for Purdue nursing department for students' education purpose.
Character artist and graphic designer in 4 students group. Designed interactions and made changes based on users' feedback on the
learning curve. Designed a fast testing and grading system for practical usage to Purdue nursing department to help reduce the
requirement of a physical testing room.

 • **Animation:**
Portal Harmony(2022)
Motion capture Animation pipeline development for film & Motion capture link between games and films.
3D artist for character and textures, visual designer, and producer of 5 students team.
Work on visualize music with motion-captured character and emotion expressions, composing music video with motion-captured
avatar and emotion expressions and render in unreal engine 4, and experiment with the possible pipeline for future CGI.