# XINTONG LIU

**Technical Artist**
**3D Character Artist**

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Pittsburgh, PA

## EDUCATION

**Carnegie Mellon University - Pittsburgh, PA**                    Aug. 2021 - 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 / VRoid Studio / Unreal Engine
Substance Painter & Designer / PBR Shader
Marvelous Designer / Procreate /  SAI
Motion Builder / iClone / Houdini
Adobe Illustrator / Photoshop / InDesign
Perception Neron / Rokoko

**Programming**
**Web**: PHP / SQL / CSS / JavaScript
**Game**: MaxScript / Unreal Engine Blueprint / Python / MEL

**General**
Office365 /  Github / Jira / Perforce / Figma / Google

## EXPERIENCE

**Junior Technical Artist**                                        Starting July. 2023
Firaxis Games, Remote at U.S.

**Technical Artist Intern**                                        May. 2022 - Aug. 2022
Firaxis Games, Remote at U.S.
▪ Support in technical art in AAA environment and work in graphics, tools and art production.

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

**Graphic Designe**r                                               Apr. 2021 - Aug. 2021
Lebtn Marketing Association, China
▪ Designed 30+ poster and brochure designs. Introduced 3D rendering tools for client products along with logo 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.

 • **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.