

Jiada He

Technical Artist

CONTACT

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SKILLS

Software Programming Language

Unity	C#
Unreal	C++
Houdini	Python
Maya	Unity Shader Program
Substance	
Photoshop	

EDUCATION

Carnegie Mellon University May 2021

Entertainment Technology Center

Master of Entertainment Technology

The Chinese University of Hong Kong, Shenzhen June 2019

Bachelor of Engineering of Computer Science and Engineering

University of California, Los Angeles July 2016

Summer program

PROJECTS

Year-Long Animation Studio

Live-action animated film

Spring 2021

PicoCTF2021 Contest Game

Unity game on WebGL platform

Fall 2020

Computer Graphics

Graphics software package

Fall 2020

Year-Long Animation Studio

3D animated film (Unreal)

Spring 2020

Advanced Pipeline Topics for Film and Game Art

3D animated film (Maya)

Spring 2020

Building Virtual World

Rapid game prototypes

Fall 2019

Technical Artist

Research on pipeline for live-action animated film

Match camera movements for green screen footage

Create fog effects using Houdini and Maya

Co-producer, Technical Artist

Optimize the game render load on low-end PCs

Design and create customized shaders with Unity shader graph

Create light-weight VFX with Unity particle system

Graphics Programmer

Learn the pipeline for modern CGI asset creation

Understand techniques applied for modern graphics software packages

Build upon C++ skeleton code to support modeling, rendering and animating

Technical Artist

Create character groom with XGen and apply hair dynamics with Unreal

Simulate character clothing dynamics with Unreal cloth system

Create rain droplets effect using Houdini fluid simulation

Technical Artist, Lookdev Artist

Design and implement Maya scene lighting

Create rain droplets effect with Houdini fluid simulation

Create procedural texture with Substance Designer

Texture character and props with Substance Painter

Render with Arnold renderer

Composite in Adobe Premiere

Technical Artist, Game Programmer

Work with multidisciplinary teams to produce game prototypes

Rapid Unity game prototype within one to two weeks

Write customized Unity shaders

Design and create VFX with Unity particle systems