Qing Mao

Technical Artist

(213)880-3697 / mqthecat@gmail.com / www.mqthecat.com

Education

Master of Entertainment Technology   **2014-2016**
Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Bachelor of Science: Computer Science(Games)   **2010-2014**
University of Southern California, Los Angeles, CA

Skills

3D Modeling and Animation: Autodesk Maya
Programming/Scripting Language: C#, Javascript, Python, C++, Java
Game Engines: Unity, Unreal Engine
Graphics API: OpenGL, WebGL
Drawing and Design: Adobe Photoshop, Adobe Illustrator
Other Skills: Adobe After Effects, HTML and CSS

Work Experience

State Production Base of China Film Co. Ltd.   **6/2013 - 8/2013**
Cinema Animation Company

Modelled highly detailed 3D non-organic characters for animated TV shows, including boats, cars, and robots

Projects

Practical AR, IOS Application   **1/2016 - Present**

Create an AR experience using the Structure Sensor; In charge of all 3D art related problems and manage the art pipeline

Race 2420, Short Animation   **8/2015 - 12/2015**

In charge of modeling, texturing and rendering; Created special translucent liquid materials to meet art direction

Fat Loot, Advance Game Project, USC   **8/2013 - 5/2014**

Created and implemented 10+ different kinds of visual effects in UDK, including smoke effects, fire and magic spells; manage the art pipleline

Leap Pottery, Web Application   **4/2013 - 10/2013**

Created Optimized mesh with vertex indices and catmull-rom curve based on user input, implemented a customized parser to save the mesh as .obj file

Activities

Global Game Jam
2015 +/- 2014 Light Chaser 2013 Luminaural 2012 Muse
Other interests
Drawing, Travelling, Photography, Kendo, Snowboarding, Reading