

Naijia Jin

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Objective

To obtain a Full-time position as Technical Artist

Work Experience

Electronic Arts Inc.

Character Technical Artist (*Madden NFL 23*)

03/2022 - Present

- Maintain the loading and rendering logic for different types of characters
- Developed and modified Maya automation tools with python to improve player head content creation workflow
- Identify and fix character bugs (shaders, mesh, skeleton)
- Monitor and assist with memory performance optimization for character assets
- Support artist with character workflow issues in Frostbite engine

Technical Artist (*College Football*)

07/2021 - 03/2022

- Worked with tech art director on implementing the runtime compositing tech for player uniforms
- Helped developed uniform compositing shaders, testing iteration workflow and in-game logic
- Improved the uniform compositor output quality to achieve parity with the baked texture version
- Wrote python scripts to automatize player asset pipeline between Maya and Frostbite game engine

Technical Artist Intern (*Madden NFL 22*)

09/2020 - 05/2021

- Worked on improvements of the dynamic weather TOD system
- Prototyped the workflow for adding a new unannounced type of character based on the current character pipeline
- Improved the reflectance effect for the player skin shaders for both gen4 and gen5 platforms

Skills

Programming Language: Python, Lua, HLSL, C#

Software: Unity, Frostbite, Houdini, Maya, Substance Suite, Unreal Material Editor, Perforce

Academic Projects

Carnegie Mellon University, Master of Entertainment Technology

08/2019 - 05/2021

Technical Artist – Pipeline & Animation (*Children’s Museum of Pittsburgh*)

- Co-designed and developed an AR installation for an exhibition space in the Children’s Museum of Pittsburgh
- Established the art pipeline for working with the augmented reality Edge Networking Architecture
- Solved animation and material issues when working with GLTF format
- Created rigs, deformer animations and simulations for all the animated assets

Technical Artist – Houdini Tool& Look Dev (*Advanced Pipeline Course Project*)

- Co-Designed and created an aesthetically appealing ancient Japanese fantasy style world with a 6-person team
- Created art-directable foliage procedural tools in Houdini, generated 24 different kinds of vines
- Created the Japanese style Torii assets with Maya and Substance suite
- Collaborated with character artist, environment artist and other technical artists in the team

Technical Artist – Shaders& VFX (*Building Virtual Worlds*)

- Developed 5 rapid prototype 3d game projects in Unity on VR/AR platforms as a technical artist in a 5-person team
- Created dissolve, blood, special effect with Unity shader based on the project need
- Created stylized torch fire and firework effects with Unity particle system
- Programmed gameplay interactions and utilized Unity timeline to create story-based interactions

Technical Artist (*Self-Study*)

- Implemented IK system in Unity as practice. Implemented NPR character skin and hair shading in Unity
- Created vertex normal average Editor tool in Unity, explored stencil test and created interesting looking shaders
- Built a procedural building generator tool in Houdini for Unity engine. Building pattern is highly randomize-able
- Created Maya graphic editor tweener tool, center tool and group hierarchy tool in Python

Activities

Global Game Jam, Programmer

01/2020

National High School Game Academy, Programming Teaching Assistant

06/2020

ACM SIGGRAPH Conference, Student Volunteer

08/2020