

Meng-Hua (Julia) Wu

menghua1@alumni.cmu.edu
www.wujulia.com
+1 (412) 961-3373

EXPERIENCE

Technical Artist - Character

June 2017 - Present

Electronic Arts Tiburon, Orlando, FL

Improved facial animation on **70%** of the Madden NFL characters and established workflow to promote sustainability.

Collaborated with rendering engineers to **create, test** and **debug** character loading and rendering pipeline.

Architected and engineered tools in **Frostbite Engine with IronPython** to reduce character texture iteration time.

Designed and created shaders with Frostbite shader editor for story mode **character visual effects**.

Associate Technical Artist

July 2015 - June 2017

Electronic Arts Tiburon, Orlando, FL

Created C# applications for **asset conversion and validation** to transition Madden NFL engine from Ignite to Frostbite.

Enhanced **game stability** by collaborating with engineers to create daily automation process for assets monitoring.

Decreased in-game stadium exterior memory footprint by an average of **30%** by implementing **camera culling solution** for in-house procedural cityscape generation tool using Houdini.

Technical Artist Intern

Sep 2014 - Dec 2014

Electronic Arts Tiburon, Orlando, FL

Built feature and refined the user interaction of the in-house UI authoring tool used by NBA and UFC using C# and WPF.

Designed UI animation authoring tool for Frostbite Engine. Prototyped the UI/UX of the node base property mapping feature using .NET framework.

Research Assistant

Sep 2012 - July 2013

National Taiwan University, Taipei, Taiwan

Revised in-house WiMAX (Wireless Broadband Communication) system to fit current hardware and routing specification.

Teamed up with hardware engineers at the institute of information industry to validate the wireless network environment.

EDUCATION

Master of Entertainment Technology at Carnegie Mellon University '15

Pittsburgh, PA

Bachelors of Science in Computer Science at National Tsing Hua University '12

Hsinchu, Taiwan

Animation Exchange Student at Taipei National University of the Arts '12

Taipei, Taiwan

PROJECT

Jelly Pirates in Space | 2D physics game on connected TV platform with mobile device controller

Scripted in-game character and weapon behaviors. Created custom property editor in Unity to reduce the iteration time.

Quiet Zone | Animated short using motion-capture technology

Procedurally generated 3D reference city scenes in Maya with Python for pre-visualization. Made creative lighting and shading solution for toon shading to mimic the 2D cartoon style. Implemented cloth simulation on the main character.

SKILLS

2D Photoshop, Illustrator **3D** Maya, Houdini **Game Engine** Frostbite, Unity

Programming C#, Python, IronPython, WPF, HTML/CSS **Version Control** Perforce