

Meng-Hua Wu

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EDUCATION

Master of Entertainment Technology	May 2015
Entertainment Technology Center, Carnegie Mellon University	Pittsburgh, PA
Bachelors of Science in Computer Science	Jan 2012
Department of Computer Science, National Tsing Hua University	Hsinchu Taiwan
Exchange Student	Jan 2012
Department of Animation, Taipei National University of the Arts	Taipei Taiwan

SKILLS

2D: Photoshop, Illustrator **Film:** Nuke, After Effects, Premiere Pro
3D: Maya **Programming:** C, C++, C#, Python, WPF, Unity

ACDEMIC PROJECT

Ongoing Project - Electronic Arts Cooperative Project, Technical Artist **Spring 2015**
A 2D jelly physics game for EA's Connected TV Platform.

- Scripting in-game character and weapon behaviors.
- Creating custom property editor in Unity using C# for development team.
- Developing visual effects for jelly characters.

Foxhole - Year Long Animation Project, Technical Artist **Spring 2014**

A 3D-character 2D-background animated short using motion-capture technology.

- Made creative lighting and shading solution for toon shader to mimic the style of a cartoon.
- Prototyped 3D reference scenes to coordinate cameras, scenes using Python scripting.
- Implemented cloth simulation on the main character.

Ray tracer - Computer Graphics Project, Programmer **Spring 2014**

A ray tracer that can handle soft shadows, reflections and refractions.

- Implemented ray casting algorithm, Blinn-Phong shading model, Schlick approximation to construct a ray tracing renderer using C++.

Fitting In - Visual Story Animation Assignment, 3D Animator **Fall 2013**

An animated short portraying emotions on inanimate objects.

- Applied animation principles and conveyed emotions using inanimate spheres and cubes.
- Lit and rendered the scene using Maya Mental Ray.

The Cellist - Building Virtual World Project, 3D Environment Artist **Fall 2013**

An interactive virtual reality storytelling game using Oculus Rift technology.

- Modeled and composited an apartment to convey a melancholic mood to tell the story of a drug-dependent suicidal amputee.
- Baked ambient occlusion maps to ensure that users were put into an immersive and realistic environment.

EXPERIENCE

Technical Artist Intern **Sep 2014 - Dec 2014**

Electronic Arts Tiburon, Orlando, FL

- Designed and paper-prototyped for an early staged UI animation authoring tool.
- Built and modified user interaction and prototyped components of the in-house UI authoring tool using C# and WPF.

Research Assistant **Sep 2012 - July 2013**

National Taiwan University, Taipei Taiwan

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