Tingbang (Tim) Huang

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WORK EXPERIENCE

VFX Artist, IllFonic Game | January 2024 - December 2024
- Develop various industry-standard VFX for video games
- Collaborate with specialists, including FX lead and Art Director to achieve company objectives
- Optimized framerate performance by compiling textures, materials, and reducing polygon counts

Game Designer, Ringling College of Art and Design | August 2018 - May 2023
As part of an upper-level Game Art course:
- In a three-person development team, created a two-minute real-time rendered cinematic game trailer in Unreal Engine 4
- Pitched game concepts by mocking up various previsualization assets including photo bashing, rough modeling, and texturing
- Created blueprint systems to define internal game logic
- Optimized framerate performance by compiling textures, materials, and reducing polygon counts

LEADERSHIP EXPERIENCE

Public Relations, Ringling Game Design Club | September 2020 - May 2023
- Organized weekly club meetings to facilitate discussion and research of current game industry news and recent releases
- Participated in yearly quick prototyping Game Jam event

EDUCATION

Ringling College of Art and Design,
Bachelor of Fine Arts, May 2023
Major: Game Art

SKILLS

Advanced competency
- Autodesk Maya
- Houdini
- Adobe Photoshop
- Adobe Substance 3D Designer
- Unreal Engine 4
- Unreal Engine 5

Working proficiency
- Blender
- Speed Tree
- EmberGen
- ZBrush
- Perforce
- MS Office Suite

Mandarin Chinese (Native)
English (Professional)