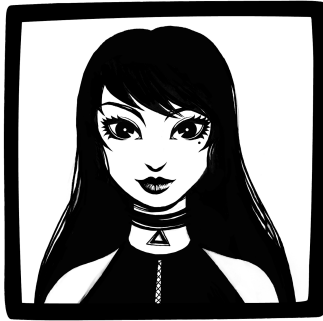


Jing Tan

Technical Artist



<https://spiderlili.com> | jing@spiderlili.com

A T-Shaped professional: technical artist, multi-disciplinary developer and producer (Certified Professional Scrum Master) with a wide range of experience in games, AR, VR, MR, graphics and animations. I have a technical foundation in programming (First Class degree in Computing), a creative background in arts and strong analytical skills founded in data science. Having a broad skill set enables me to cover a large area of the project pipeline. I am experienced in working across disciplines with multinational teams in fast-paced environments.

Clients: BBC, Universal Music Group, Disney, Nickelodeon, Shazam, Scopely and more.

Skills

Unity (C#) & Unreal (Blueprints), Shader & Material Creation, Rendering Pipelines, Substance, VFX, UI/UX, Adobe Creative Suite, Maya, Houdini (VEX), Javascript, Asset Integration, Version Control (Git & Perforce)

Experience

Mediatonic | Technical Artist

OCTOBER 2018 - PRESENT, LONDON

- Assisting multiple teams in solving technical and production related art challenges, using expertise to assist Leads with decision making.
- Supporting the hiring managers with recruitment and interviews.
- Authoring shaders, substances and materials, building art tools and documentation to improve efficiency of the art pipeline.
- Technical implementation of UI / UX, visual effects and functionality into cross-platform games.
- Training and mentoring, creating tutorials and running Technical Art educational sessions.
- Establishing and enforcing standards through asset benchmarking, profiling and optimisation.

Zappar | Full Spectrum Developer & Producer

JULY 2016 - OCTOBER 2018, LONDON

- Developing and producing Augmented, Virtual and Mixed Reality experiences for some of the world's biggest brands.
- Coding, design, animation, audio, UI / UX implementation and VFX using Zappar's in-house development tool with Typescript, Adobe Creative Suite, Maya and Logic Pro.
- Assisting with production processes, documentation and tutorial projects for the ZapWorks AR content creation tools.

Goldsmiths University of London | Computing Peer Tutor

SEPTEMBER 2015 - JULY 2016, LONDON

- Working with other Computing Peer Tutors, lecturers and the Outreach team to provide support for students, organising workshops and events.
- Teaching programming classes, computing talks, Women in Tech events, campus tours, college visits and open days.

Universal Music Group | Global Digital Innovation Intern Year

JULY 2014 - SEPTEMBER 2015, LONDON

- Supporting the Global Digital Innovation department to develop creative initiatives, digital tools, apps and games.
- Working on the UI/UX and content of the uView AR mobile app.
- Coordinating between international teams, providing training and documentation of the internal digital tools.
- Produced and managed over 50 international artists' campaigns(including Madonna, Frank Sinatra, Taylor Swift, Nicki Minaj, Imagine Dragons, 5 Seconds of Summer, Years & Years, Stromae, GReeeeN and more)

Education

Goldsmiths, University of London | BSc Creative Computing (with Industrial Placement Year), First Class Honours

SEPTEMBER 2012 - JUNE 2016, LONDON

- Received the Eliahou Dagoor Academic excellence Scholarship.
- Studied the application of computing in arts, music, film, digital media and other areas of the creative industries.
- Gained industry experience at Universal Music Group during my second year.
- My work has been selected to feature in the Computing Degree Show for three years in a row.

Silverdale School | A-Levels

JUNE 2010 - JUNE 2012, SHEFFIELD

- Art & Design(A*)
- History(A)
- Sociology(A)
- Chinese Language & Literature(A*)

Interests

Illustration, Concept Art, Life Drawing, Anatomy, Animation, Animals, World Creation, Psychology, Travel, Photography, Fashion, Music Production, Playing Piano by Ear, Martial Arts, Board Game Design and Development

References Available on Request