

Jing Tan

Technical Artist

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Technical artist, developer, and certified scrum master with a wide range of experience in games. I have a technical foundation in programming as well as a creative background in the Arts. I'm passionate about pushing the graphical boundaries on constrained devices, having shipped multiple successful mobile titles enjoyed by millions of people. My broad skill set enables me to cover a large swathe of the project pipeline.

Skills

Unity (C#), Unreal (Blueprints), Shaders (Cg / HLSL / GLSL), VFX, UI/UX, Adobe Creative Suite, Rendering Pipelines (URP / HDRP), Substance Suite, Maya, Python, Houdini (VEX), Version Control (Git / SVN / Perforce), Agile (Scrum), Illustration

Experience

Tripledote Studios | Associate Lead Technical Artist

JULY 2021 - PRESENT, LONDON

- Leading the planning and execution of art tools, pipelines, shaders, visual effects, animations and UI with documentation.
- Spearheading R & D efforts for content and new methods of pushing the visual and performance quality.
- Guiding and mentoring Technical Artists throughout all phases of development, providing coaching that improves direct report team members' skills and impact.

Hutch Games | Technical Artist & VFX Artist

JULY 2020 - July 2021, LONDON

- Prototyping new features to raise the visual bar while keeping the performance costs low.
- Set up a new MSDF art pipeline which drastically improved in-game UI's visual quality while reducing their memory usage by over 80%.
- Authoring shaders (both PBR and NPR) and VFX, building art tools, and documentation to improve efficiency.

Mediatonic | Technical Artist

SEPTEMBER 2018 - JULY 2020, LONDON

- Technical implementation of performant UI, shaders, visual effects, 2D skeletal animation rigs, tools, and functionality for cross-platform games.
- Training and mentoring, assisting multiple teams in solving technical and production-related art challenges.
- Establishing and enforcing standards through asset benchmarking, profiling, and optimisation.

Freelance Technical Artist & AR Developer

SEPTEMBER 2016 - PRESENT, LONDON

- Shipped 10+ AR mobile apps and games such as: Michael Jackson's "Scream" AR Experience for Shazam, Disneyland Paris AR Stickerbook, BBC Secrets of The Human body: AR Learning Game, and more.
 - Currently consulting for an unannounced title for Streakfit.
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Education

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

SEPTEMBER 2012 - JUNE 2016, LONDON

- Received the Eliahou Dangoor Academic Excellence Scholarship.
- Interned at Universal Music Group's Global Digital Innovation Team for one year: AR content creation for the uView app, which launched with the "Grrr" album by the Rolling Stones.