

Ke Li

Technical Artist | VFX Artist

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Professional Profile

An experienced technical artist with a passion for game development and interest in computer graphics and tool development. Also enjoy designing games with the goal of enhancing a players experience through stylish visuals and simple but elegant mechanics.

Skill Sets

Programming Languages: C#, CG Shader, C++, Python, Mel, HTML5, CSS

Dev Tools: Frostbite, Hansoft, Perforce, Confluence, Unity 3D, Eclipse, Visual Studio, MonoDevelop, Github, Source Tree, Cocos2d-x, SVN

Software: Adobe Creative Suite, Maya, Cinema 4D, Zbrush, PaintTool SAI

API and Libraries: Unity Script, Maya API, PyQt, Vuforia, Google Cardboard SDK

Experience

Visual Effects Artist – Iron Maiden: Legacy of the Beast

Apr. 2019 – Present

Navigator Games

- Created efficient character and environment VFX to run smoothly on mobile device
- Created texture sheet, optimized model and efficient shaders for VFX
- Analyzed and optimized art production workflow by developing tools and scripts
- Troubleshooting for artists in Unity and Maya
- Maintained and updated tools and documents

Intermediate Technical Artist – Madlands Mobile

Mar. 2018 – Oct. 2018

IGG Canada Inc.

- Created and implemented VFX for skills and UI to enhance in-game feedback
- Wrote shaders to support VFX and materials as required
- Improved game performance with dynamic batching, setting up lod and atlasing textures
- Developed tools and system for artists to create or validate arts assets more efficiently
- Documented workflow and pipeline for art production

Associate Technical Artist - FIFA 18/FIFA Online 4

June 2017 – Mar. 2018

Electronic Arts Inc.

- Developed and maintenance tools for asset creation pipeline
- Collaborated with EA Korea to fix problematic art assets in game
- General trouble shooting for artist

Associate Technical Artist - FIFA 17

Feb. 2016 – Feb. 2017

Electronic Arts Inc.

- Managed art assets crossing different platforms
- Developed Maya Tool in Python/Mel to increase production efficiency
- Collaborated with artists for licensed assets' release

- General trouble shooting for artist

Programmer/Technical Artist - PAC-MAN Bounce

Nov. 2015 – Jan. 2016

V2 Games

- Implemented and maintain UI features
- Investigated and fixed existing bugs in gameplay system
- Optimized art assets workflow for incoming project

Programmer/Technical Artist - Witch Hunt

May 2015 – Aug. 2015

An industry AR/VR board game project in the Centre for Digital Media with Willow Creative Inc.

- In charge of programming the player cycle, battle and weapon systems
- Created 3D models and animation based on concept art the game design

Programmer/Technical Artist - Cargo Transport

Mar. 2015 – Apr. 2015

An online multiplayer physical game project in the Centre for Digital Media with Radial Games.

- Programmed game systems and features in local version
- Creating special effects using Shader and particle System in Unity 4

Programmer - The King Was Sick

Dec. 2014 – Jan. 2015

A puzzle game project in the Centre for Digital Media.

- Programmed for the NPC AI and story scripts
- Animated 5 characters and implemented more than 30 animations.

Other Projects

Programmer/3D Artist - Runaway Caster (Kinect FPS game)

June 2015 – Aug. 2015

- Programmed for all the gameplay systems and creating 3D models and animation

Technical Artist - Igniculus (Vancouver Global Game Jam)

Feb. 2015

- Directed the visuals of the game, designed the UI in Photoshop and created special effects

Technical Artist - Afloat (One Game A Month Game Jam)

Feb. 2015

- Designed and implemented the stylish 2D assets and create the special effects.

Technical Artist - Lonely Planet (Ludum Dare 31 finished in 2 days)

Jan. 2015

- Directed the visual content and created special effects in Unity

Education

Master of Digital Media

The Center for Digital Media

Sept. 2014 - Apr. 2016

Bachelor of Digital Media Technology

Nanchang University

Sept. 2010 - July 2014

Participated Event

Full Indie Meet Up, Bella Game Jam, Global Game Jam, Ludlum Dare Game Jam, One Month Game Jam, Unity Meet Up, SIGGRAPH

Language: English, Chinese