

Ke Li

Senior Technical Artist

www.neoislike.com

33 Union Square, Apt. #1030

Union City, CA 94587

likehongshu@gmail.com

628-358-1651

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 players' experience through stylish visuals and simple but elegant mechanics.

Skill Sets

Programming Languages: C#, CG Shader, C++, Python, Mel, JS/TS, Objective-C

Dev Tools: Unity 3D, SparkAR Studio, Frostbite, Perforce, Mercurial, Renderdoc, Perpetto, Visual Studio, Github, Source Tree

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

Experience

Senior Technical Artist - VR Avatar Experience

01/2024 - Present

Meta Platforms (San Francisco/ CA/ US)

- Designed and executed performance test of experiences across mobile & headsets
- Organized visual quality reviews to align performance & quality trade off strategy
- Prototyped visual effect to enhance avatar experience upon inhouse renderer
- Supported lighting improvement to boost avatars visual quality across experience

Technical Artist - AR Avatar Experience

01/2022 - 01/2024

Meta Platforms (San Francisco/ CA/ US)

- Prototyped new features/ designs for Avatar in real time call experience
- Investigated and optimized AR effects for better performance on device
- Developed tools/ scripts to automate workflows and processes
- Conducted technical evaluation for new designs & capabilities for roadmap planning

VFX Artist/ Technical Artist- Iron Maiden: Legacy of the Beasts

04/2019 - 10/2021

Navigator Games Ltd (Vancouver/ BC/ CA)

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

Intermediate Technical Artist – Madlands Mobile

03/2018 – 10/2018

IGG Canada Inc. (Vancouver/ BC/ CA)

- Created real time particle effects for characters, UI and in game cinematics
- Authored shaders to support VFX and materials as required
- Improved game performance with dynamic batching, setting up lod and atlas textures
- Involved in look dev of pre production and helped establishing rendering style and asset workflow

Associate Technical Artist - FIFA 18/FIFA Online 4

06/2017 – 03/2018

Electronic Arts Inc. (Vancouver/ BC/ CA)

- Developed and maintained automated art pipeline to streamline production
- Collaborated with EA Korea to fix rendering, lighting & rigging issues in game
- Evaluated dev bottlenecks and tasks prioritization
- Onboarded Artists and Tech Artists onto new projects with documentation

Associate Technical Artist - FIFA 17

02/2016 – 02/2017

Electronic Arts Inc. (Vancouver/ BC/ CA)

- Managed and converted art assets across console/ PC/ mobile platforms
- Improved interface and experience for internal motion capture pipeline tool
- Developed Maya Tool in Python/Mel to increase production efficiency
- Took charge of licensed asset releasing and guarded usage of art asset

Programmer/Technical Artist - PAC-MAN Bounce

11/2015 – 01/2016

V2 Games (Vancouver/ BC/ CA)

- Implemented and maintained in game UI features
- Investigated existing bugs and optimized implementation in gameplay system
- Researched and assembled art workflow for projects in pre production

Education

Master of Digital Media

Simon Fraser University 09/2014 - 06/2016

Bachelor of Digital Media Technology

Nanchang University 09/2010 - 07/2014

Participated Event

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

Language: English, Chinese