

# JUSTIN WU

TECHNICAL ARTIST

## CONTACT

✉ justinwu.techart@gmail.com

📍 Austin, TX

## SKILLS

### SOFTWARE

Unreal Unity Houdini

Photoshop Zbrush

Blender Maya 3ds Max

Substance Designer

Perforce Git

Jira Confluence Trello

Slack Teams Miro

### SCRIPTING

Unreal Blueprints C++

C# Python Mel Java

## LINKS

🌐 justinvwu.com

🏠 artstation.com/justinvwu

🌐 linkedin.com/in/justin-v-wu

## EDUCATION

### B.S ARTS AND ENTERTAINMENT TECHNOLOGIES

University of Texas | Austin, TX  
2016 – 2020

- Computer Science Certificate
- Chinese Minor
- University Honors

## WORK EXPERIENCE

### TECHNICAL ARTIST

May 2022 – Oct 2023

[Arctic7](#) | Austin, TX

*Dawn of Fire* (Unreal 5, Unpublished)

- Engineered render target **gore system** utilizing Blueprints and shaders to dynamically draw wounds in alignment with weapon slash directions
- Created all combat **VFX** in style of semi-realistic dark fantasy and solidified art direction in collaboration with lead tech artist
- Programmed internal **Maya** tool in Python with **custom GUI** to ensure file reference paths are relative and succinct across multiple developers
- **Streamlined** character art pipeline by learning new third-party rigging and animation tools and establishing best practices for a seamless **workflow**
- Wrote Maya **batch process** in **Python** that performed 36 times faster than manual processing to solve broken namespaces issue, saving team from working overtime to meet deliverable deadline

### TECHNICAL ARTIST

Sep 2020 – Apr 2022

[Keywords Studios](#) | Austin, TX

*Villain-Con Minions Blast* (Unreal 5, Shipped)

- Spearheaded **destruction system** by setting up all Chaos destructible Blueprints, documenting step-by-step instruction, and communicating technical guidelines and limitations using the system
- Created **editor tool** in Blueprints to **procedurally** assemble modular conveyor belts assets, allowing designers to easily build out levels
- Developed **stylized VFX** with Niagara and ensured effects are performant and match the art style of Minions intellectual property
- **Designed** disco floor tiles in Blueprints using Audio Synesthesia to process bass audio frequencies to changes colors to the beat of the music
- Constructed **master material** system for status effects (shocked, frozen, burn) with user-friendly parameters to aid artists in setting up assets
- **Mentored** junior tech artist with weekly check-ins, reviews, and critiques

*Tiny Tina's Wonderlands* (Unreal 4, Shipped)

- Implemented **Crowd System** using vertex animation shader with foliage actors to efficiently paint hordes of animated goblins in arena background
- Built **procedural spline tools** in Blueprints to generate fire lines and sandfalls, giving artists full control when set dressing environments
- Developed **material shader effects** using Pivot Painter and Vertex Animation Textures to magically simulate **ships and catapults assembling**
- Integrated flopping fish **vertex animated material** utilizing curves with world position offsets to rain hundreds of animated fish in a particle system