Jason Jiang

yunfeng2@andrew.cmu.edu | 503-344-8249
Portfolio website: jss6088.github.io | **LinkedIn page:** linkedin.com/in/yunfengjiang

Technical Artist specializing in real-time rendering, shaders, and materials, with experience in performance optimization, production tools and pipelines, and AI-assisted workflows. Seeking full-time roles starting 2027.

EDUCATION

Carnegie Mellon University – Pittsburgh, PA
Master of Entertainment Technology — Expected 05/2027
Bachelor of Computer Science and Architecture — 05/2025

WORK EXPERIENCE

Tencent Games, LIGHTSPEED STUDIOS — VALORANT China Project Team — 05/2026 – 08/2026
Technical Artist Intern

- Ported VALORANT weapon skins and maps from PC to mobile within performance budgets (lower shader ALU and texture sampling, ASTC, merged materials); delivered examples and docs to artists.
- Prototyped a liquid glitter (starry bottle) material in Unreal Engine, recreating view-dependent sparkle with parallax-layered particles, plus liquid-surface and gravity effects.
- Brought a RenderDoc / Unity MCP shader-analysis workflow into production, writing shader-authoring guidelines that steer AI output toward correct results and cutting analysis per effect from hours to about 15 minutes.
- Built an AI auto-tagging tool for the team's material library, using a layered approach (scripts handle deterministic rules, AI judges ambiguous semantics) to process several hundred materials so artists can reuse existing assets.

Blast Furnace Games — 02/2024 – Present
Technical Artist, Lead Artist (Part-time)
https://store.steampowered.com/app/2820700/A_Gentlemens_Dispute/

- Shipped a party brawler on Steam with over 100,000 downloads and a peak of 1,000+ concurrent players.
- Optimized performance for low-end devices with the Unity Profiler: reduced foliage alpha overdraw, cut memory through polycount control, and lowered draw calls with static batching to hold 60+ FPS.
- Developed a dynamic lighting system that toggles lights at runtime and swaps lightmaps and reflection probes in sync, reducing required lightmaps from 2^N to N and saving VRAM and bake time.
- Designed a Substance Designer pipeline for painterly-style materials, improving material creation efficiency.
- Built a Blender add-on and Unity tool that turn pre-fractured models directly into game-ready destruction assets, replacing manual cleanup and material setup.
- Developed HLSL and Shader Graph environment shaders, iterating on playtest feedback.

PROJECT EXPERIENCE

AutoStroke – Blender Add-on for Painterly Texturing — 08/2026 – 09/2026
https://github.com/JSS6088/AutoStroke

- Developed a Python Blender add-on that turns any mesh into a painterly, flat-per-stroke texture in seconds.
- Placed strokes in world space and oriented them by mesh curvature, eliminating UV seams.
- Added live preview and brush sets; delivered to the artist on *A Gentlemen's Dispute* and iterated.

UE Procedural Frame Generation Tool — 02/2026 – 05/2026

- Built a UE PCG and Blueprint tool that automatically lays out picture frames based on wall meshes.
- Created procedural picture frame models in Houdini and used Data Tables to classify assets by aspect ratio, driving PCG to match frame instances by proportion.
- Built an artist-facing custom layout pipeline: artists arrange frames in Figma and export CSV, which is automatically converted into Data Assets that drive frame generation in UE.

Unity 3D Game — 03/2025 – 09/2025

- Created a Moebius-inspired HLSL shader that defines the game's illustrated art style.
- Used a GPU compute-shader radix sort to simulate 60,000+ particles as real-time interactive fluid.
- Extended Unity's render pipeline with thick outlines for object highlighting and gameplay feedback.

SKILLS

Software & Tools: Unity, Unreal Engine, Maya, Blender, Houdini, Substance, RenderDoc, Perforce, Git
Programming: C++, C#, Python, HLSL
Technical: Shader Programming, Procedural Generation (PCG/Houdini), Tools & Scripting, Performance Optimization
Artistic: 3D Modeling, Texturing, Environment Art, Lighting Design, Basic Rigging and Weight Painting