MERWYN LIM {TECHNICAL ARTIST}

CONTACT



📣 www.artstation.com/merwynlim



www.futurepixels.net



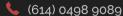
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www.github.com/merwynl



SKILLS

- Lighting
- Photography
- Cinematics
- Rendering
- Shader development
- Set dressing
- Composition
- Technical documentation

SOFTWARE





















LANGUAGES

- Python, PySide, Sphinx, RTD
- Markdown, CSS, YAML, Jekyll
- **English (Native)**
- Japanese (Intermediate)

AWARD

Best Art (2016)

One More

Global Game Jam (Sydney Chapter)

Outstanding Game Artist (2014) Academy of Interactive Entertainment Sydney

PROFIL F

Experienced technical artist, seeking new opportunities togrow. Through official and personal work, I have created cinematic, lighting scenarios, built & maintained shaders and optimized levels for real-time enterprise projects. I enjoy establishing moods and using lighting as a tool to tell a story. I also maintain an active hobby in photography, seeking to better my craft and understanding.

WORK EXPERIENCE

O Technical Artist

Nov 2018 - Present

Rotor Studios

- Conducted internal tests for overcast, evening and night time settings
- Developed and documented internal pipeline for rendering real-time cinematics
- Established and optimized a night-time exterior lighting scenario for mobile
- Built and optimized a variety of automotive materials in Unreal, & WebGL
- Shaded, optimized & implemented vehicle assets based on client spec sheet
- Relit multiple environments, improving on consistency and quality
- Built and lit a studio environment for an internal showcase

O Project Technical Lead

Mar 2020 - Dec 2020

Rotor Studios

- Worked with projects managers to define project tasks, scope & timelines
- Collaborated with tools team, identifying core pipeline requirements & priorities
- · Documented technical artist workflows & tools
- Managed and trained technical artists
- Lighting of vehicle mechanical data in Octane

O 3D Artist

Jul 2015 - Nov 2018

Rotor Studios

- Built lighting blueprints in Unreal Engine
- Integrated & shaded vehicle assets into Unreal Engine from CAD data
- Created real-time cinematics & feature viewpoints
- Lighting and shading of vehicle assets for VR/AR & WebGL projects
- Collaborated with environment artist on lighting and technical requirements
- Lighting of vehicle interiors

O 3D Artist

Nov 2014 - May 2015

Ineni Realtime

- Created PBR materials for architectural & mobile rendering
- Set dressed city environment based on concept & spec sheet
- Optimized architechtural meshes for VR
- Modelled & shaded city & architechtural props for VR

EDUCATION

O Environment Art for Games in UE4 (CGMA) Feb 2021 - Apr 2021

O Art of Lighting for Games in UE4 (CGMA) Jul 2021 - Sept 2021

O Advanced Diploma in Game Development Jan 2013 - Dec 2014 Academy of Interactive Entertainment, Sydney

O Bachelor of Visual Arts (Film & Media Arts) Jan 2007- Dec 2010 University of Sydney

O Certificate IV in Screen Media & VFX (Metroscreen)

2010