

MERWYN LIM

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{TECHNICAL ARTIST}



CONTACT

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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

PROFILE

Experienced technical artist, seeking new opportunities to grow. 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

- 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
- 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
- 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
- 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 architectural meshes for VR
 - Modelled & shaded city & architectural props for VR
- Environment Art for Games in UE4 (CGMA)** Feb 2021 - Apr 2021
- Art of Lighting for Games in UE4 (CGMA)** Jul 2021 - Sept 2021
- Advanced Diploma in Game Development** Jan 2013 - Dec 2014
Academy of Interactive Entertainment, Sydney
- Bachelor of Visual Arts (Film & Media Arts)** Jan 2007- Dec 2010
University of Sydney
- Certificate IV in Screen Media & VFX (Metroscreen)** 2010

EDUCATION