

WAYNE WU

waynewu@uwaterloo.ca

www.wuwayne.com

www.linkedin.com/in/wayne-wu

HIGHLIGHTS

- **VFX:** effects, character rigging, simulation, rendering
- **Design:** workflow, UI/UX, pipeline, complex systems
- **Focuses:** computer graphics, machine intelligence, HCI
- **Interests:** cinematography, bartending, traveling

SKILLS

- **Tools:** Houdini, USD, Unity, Blender, Maya, Nuke, Qt, CUDA, OpenGL, JIRA, Linux,
- **Languages:** C++, Python, GLSL, VEX, C#, Java, MATLAB, JavaScript, SQL, HTML

PROFESSIONAL EXPERIENCE

Technical Director (Production Technology), Blue Sky Studios

Aug 2019 – Jan 2021

- Architected our pipeline system framework in Houdini (Python), with PDG integration and simplified pipeline bridges, enabling technical artists to develop parallelized setups on over 30,000 show products within Houdini.
- Established new FX workflows in USD and Solaris (VEX, Python) to work with RBD, VDB, and mesh-based effects, including SOP-LOP translation, scene organization, heavy layer caching, shading and rendering with RenderMan.
- Converged and refactored all rendering tools used by both Maya and Houdini-based departments with PyQt for user interface and PDG for farm job submissions and management.
- Trained 50+ artists and TDs on pipeline, Solaris and PDG concepts, and interfaced with artists, supervisors, and external vendors in formulating design options.

3D Software Developer (Co-op), SideFX

Fall 2017 & Summer 2018

- Introduced the material-based fracturing toolkit for Houdini (VEX), using new fracturing techniques, and a modularized RBD workflow to efficiently manage and art-direct destruction setups with 4x speed gain.
- Developed a facial auto-rigging system for Houdini (Python, PyQt, VEX, C++), with real-time 24+ fps animation playback, and retargetable FACS blend shapes independent of characters' facial topologies.

Technical Director, Tangent Animation

Fall 2015 & Summer 2017

- Implemented a Blender character GUI system (PyOpenGL) allowing artists to create templated character pickers on over 20+ unique characters with flexible viewport-based interactions for animation.
- Improved the rigging, layout and animation workflows by building artist-friendly Blender addons (Python) such as character picker, custom scene outliner, dynamic constraint tools, and various character/rigging utilities.

Associate Software Developer (Co-op), Electronic Arts

Winter 2017

- Designed and implemented new features in the game engine (C++) for Plants vs. Zombies' live service user data collection, licensing management and monetization strategies with 1.5M+ active players.

PERSONAL & ACADEMIC PROJECTS

Circles, Web Application

Sep 2018 – Apr 2019

- Designed a web application to facilitate remote social interactions between older adults at risk of isolation.
- Enforced participatory and user-centric design including a focus group with 19 older adults for user interviews and user testing to synthesize and iterate the design.

Computational Studies, MATLAB

Winter 2018, Fall 2018

- Implemented a mass-spring cloth solver using numerical integrations with custom correction model.
- Implemented and evaluated various numerical optimization techniques to solve Inverse Kinematic problems.

Shallow Water, WebGL

Fall 2017

- Simulated a modified shallow water model using GPGPU in WebGL with real-time user interactions.
- Implemented ray marching algorithms in GLSL for rendering water refraction and caustics.

EDUCATION

University of Waterloo, Ontario, Canada

GPA: 3.9/4.0

Bachelor of Applied Science (Honors), Systems Design Engineering, 2019

- Graduated with Distinction - Dean's Honors List, 2019
- Exchange student at the National University of Singapore, 2018
- W.W King Exchange Fellowship, 2018
- Engineering Faculty/Staff Upper Year Scholarship, 2018
- President's Scholarship, 2015

VOLUNTEERING

- SIGGRAPH 2018, 2019

LANGUAGES

- English (Native)
- Mandarin (Native)
- French (Professional)
- Japanese (Beginner)