

Linhan Li Technical Artist

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FILM & VIDEO GAME CREDITS

The Good Dinosaur (2015)	Lighting TD	“MySims Kingdom” on Wii(2008)	Technical Artist
How to Train Your Dragon 2 (2014)	Lighting Artist	“Trino” on Microsoft Xbox(2008)	FX Programmer
Penguins of Madagascar (2014)	Lighting Artist	Megamind (2010)	Lighting TA
The Rise of the Guardians (2012)	Lighting Artist	Madagascar 3 (2012)	Lighting Artist

EXPERIENCE & PROJECTS

Lighting Technical Director Apr 2015 – Present

Pixar Animation

- Use proprietary software, Katana and NUKE to light and composite shots through final
- Developed shelf scripts for Katana with Python, to optimize workflow

Lighting Technical Assistant / Lighting Artist / Composer Aug 2009 – Feb 2015

Dreamworks Animation

- Use proprietary software and NUKE to light and composite shots through final
- Integrated FX elements, fire, explosion into character and environment lighting
- Developed tools for asset validation, optimization and rig installation
- Troubleshoot technical issues, tech-fix render artifacts, optimize rendering time

Technical Artist Intern May 2008 – Aug 2008

Electronic Arts

- Developed tool to calculate object density for model optimization in C++/Maya API
- Wrote MEL scripts to support artists in submitting jobs to render farm effectively
- Scripted game play interaction with Lua

Technical Artist + Effects Programmer 2008 - 2009

Carnegie Mellon University

- Designed “Trino”, an award winning triangle trapping game, featured in Official Xbox Magazine, IGN.com, Gamasutra.com, and Most Popular Download on GameSpot.com
- Developed VFX tools in C#/XNA for 3D particle FX creation and composition
- Created FX particle textures and designed all in game particle FX, including explosions, lightening, fire, dust
- Developed Particle system, implemented 3D Point Sprite with shader based materials on XNA

EDUCATION

Master of Entertainment Technology 2007 – 2009

Carnegie Mellon University, Entertainment Technology Center Pittsburgh, PA

Bachelor of Computer Science 2003 - 2007

Beijing Language and Culture University, Computer Science Beijing, China

SKILLS

Software Katana | Nuke | Maya/Arnold | Unreal Engine 4 | Photoshop | After Effects

Programming Python | Cg | HLSL | Lua | C# | JavaScript | C/C++

HONORS & SCHOLARSHIPS

Penny Arcade PAX 10 Finalist – Trino 2009

Microsoft DreamBuildPlay Top 20 Finalists - Trino 2008

Honorable Mention in Mathematical Contest in Modeling, American National Security Agency 2006