

Glen Chang

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SUMMARY OF QUALIFICATIONS

Proficient Unity Specialist with 12+ years experience
Proficient Maya Product Specialist with 31+ years experience
Proficient Maya API/MEL Specialist with 19+ years experience
Proficient Motion Builder Product Specialist with 5 year experience
Proficient Motion Builder OR and Python SDK Specialist with 2 year experience
Certified Maya Instructor with 5+ years of experience

PROFESSIONAL EXPERIENCE

Blizzard Entertainment

Sep 2010 - Present

Lead | Principal Senior Technical Artist I

2016 - Present, Lead | Principal Technical Artist, Tools and Game Play Engineer for an unannounced incubation project. Pitched and green lit the project. Executed as multiple roles on the team, including production, development, tools and art. Created/Managed the internal and outsource content pipeline, DCC tools and engine tools. Managed content setup, size, and memory validations in game. Managed performance and optimization. Managed asset bundling for content delivery.

2015 - 2016, Senior Technical Artist for Diablo,
Involved in developing animation and rigging tools and pipeline. Lead the creation and maintenance of the character pipeline

2013 - 2015, Senior Technical Artist for World Of Warcraft. Involved in developing animation and rigging tools and pipeline. Lead the creation and maintenance of the character pipeline

2010 - 2013, Senior Technical Artist for Titan / Overwatch. Involved in developing the animation and rigging tools and pipeline. Responsible for the creation and maintenance of the character pipeline. Assisted in the development of the art pipeline and tools.

Spin Productions

Sep 2010 – Aug 2013

Rigging Supervisor

Involved in the roles of Animation Rigger, Maya TD, Animator and Tool Developer. Responsible for creating and animating character and prop animation rigs. Designed and developed customized tools and scripts to improve workflow and reduce pipeline complexity. Various tools include a muscle and bone sliding deformer for character effects, a vertex wrap modification tool for modeling, a character animation retargeting tool to transfer animation between different rigs.

Autodesk Inc**Jan 2007 - Sep 2010****Senior Product Support Specialist**

2006 – 2010, Autodesk Senior Product Support Specialist

Senior Product Support Specialist for Autodesk Maya and Autodesk MotionBuilder. Also the Autodesk Account Support Representative for Walt Disney, Weta Digital FX Ltd, Insomniac Games and Hydraulx. Involved in providing technical support services for Autodesk Maya and Autodesk MotionBuilder. Specialized in the Maya “API / MEL” and MotionBuilder “Open Reality SDK / Python SDK”. Additionally developed the Maya “geometryCacheConverter” devkit plug-in.

2003 – 2006 Alias|Wavefront Senior Product Support Specialist

Senior Product Support Specialist for Alias Maya and Alias MotionBuilder. Also the Alias Premium Account Representative for Walt Disney Feature Animation, and Alias Technical Account Manager for Sony Picture Imageworks and Sony Computer Entertainment America. Involved in providing technical support services for Alias Maya and Alias MotionBuilder. Specialized in the Maya “API / MEL” and MotionBuilder “Open Reality SDK / Python SDK”. Provided on-site training or consultancy to internal / external customers and partners. Including Pixar, Microsoft Games, Sony Computer Entertainment America and Indie Built Games. Technical editor for the MEL Fundamentals courseware. Additionally developed the Alias GCS Reference Translator plug-in.

Proficiencies

Proficient in Unity Game and Tool Development, Optimization,
 Proficient in Maya Tool Development, Modeling, Rigging, Animation, VFX, Rendering
 Experienced in 3DS Max Tool Development
 Proficient in managing small teams.
 Proficient at building and managing art pipelines.
 Proficient at building and managing art tools.
 Proficient with engineering best practice for Unity game development.
 Proficient in the creation of new complex assets, workflows and prototypes using breadth of knowledge.
 Proficient in developing best practice in optimizing art for a particular project.
 Proficient in collaboration with other teams and spreading knowledge.
 Proficient in organizing and executing game jams.
 Experienced in multiple projects with outsource management.

EDUCATION**Autodesk Inc, Toronto, Canada****Jan 2001 – Mar 2003**

Alias Instructor Certification - MEL Fundamentals	Mar 12, 2003
Alias Wavefront Training Certificate of Merit - Maya API	Jun 28, 2002
Alias Wavefront Instructor Certification - Learning Maya	Aug 29, 2001
Alias Wavefront Training Certificate of Merit - Maya Rendering	Jan 29, 2001

First Interactive Computer College, Toronto, Canada**Nov 1997 - Jul 1998**

Alias Wavefront Maya Certificate	May 14, 1998
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Carleton University, Ottawa, Canada**Sep 1996 - Apr 1997**

Bachelor of Computer Science	Unfinished
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TECHNICAL PROFICIENCIES

Applications	Operating Systems
Unity Autodesk Maya Autodesk MotionBuilder ZBrush 3DCoat Adobe Photoshop CS Adobe Illustrator CS	Windows Linux Mac
Computer Languages	Development Tools
Maya API / MEL / Python Python PyQt MotionBuilder Open Reality SDK / Python C / C++ / C# Max Script SQL, JSON, YAML, XML, HTML	Visual Studio Jetbrains Rider Jetbrains PyCharm gcc Git Perforce Qt Designer SVN vim bash

REFERENCES AVAILABLE UPON REQUEST