

CHARLES WANG

University of Pennsylvania, Engineering and Applied Science
B.S.E. Digital Media Design, 2018
M.S.E. Computer Graphics & Game Technology, 2018

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PROFESSIONAL SKILLS

3D Software

Maya, Zbrush, Houdini
Unity, Unreal Engine
Arnold, Redshift
Substance Painter

Languages

C, C++, C#
Javascript
Java, Python
HTML, CSS

2D Software

Photoshop
Illustrator
Premiere Pro
After Effects

Technical Skills

Rendering
GPU Programming
Game Programming
Procedural Graphics
Virtual Reality

Creative Skills

3D Modeling
Lighting/Rendering
Texturing
Rigging/Animation
Game Design

WORK EXPERIENCE

Teaching Assistant

Jan 2015 - May 2017

University of Pennsylvania

- * CIS461/561 (Advanced Rendering) Spring 2017
- * FNAR366 (Advanced Computer Modeling) Spring 2017
- * CIS460/560 (Interactive Computer Graphics) - Spring 2016, Fall 2016
- * FNAR235 (3D Computer Modeling) - Fall 2016, Spring 2017
- * ESE171 (Digital Design Lab) - Spring 2015

Programming and Game Design Intern BioStream Technologies

May 2016 - Aug 2016

- * Supporting project developing video game therapies for autism
- * Unity and C# development
- * Providing creative collaboration on game therapy design and implementation

Research Assistant CG@Penn - University of Pennsylvania

May 2015 - Dec 2015

- * Built an accurately scaled model of Reading Terminal Market in Unity/Maya
- * Implemented a heatmapping system with interactive heat sources

RECENT PROJECTS

Propuga (2017)

Senior Design Project

3D web puzzle game where puzzles are procedurally generated
Applied Skills: Javascript, 3js, WebGL

OBSCURA (2016)

3D Puzzle/Adventure Game

1st Place Overall Winner at Penn Play Game Jam Spring 2016
Contribution: Level Design, Modeling, Texturing, Lighting
Fall 2016 - Our team later adapted Obscura as a third-person puzzler in Unreal Engine

Monte-Carlo Pathtracer (2015)

Multiple Importance Sampling, Depth of Field, BVH Acceleration
Applied Skills: C++, OpenGL, QT Creator