# Joe Yip

## RECENT REVIEWS

> **"** Good at building trust among your team. The TAs went from feeling siloed and not a cohesive unit, to being a real team. Every TA I've talked to has shared this sentiment with me-"
>
> *Dani Kruse - Sr. Manager, Art Direction*

> **"** Joe has been awesome at being proactive looking for ways to enhance collaboration (and support) between teams. Reaching out and getting involved to better understand the needs of those teams that rely on Joe's team's services."
>
> *Robert Gould - Sr. Manager, Software Engineering*

> **"** Joe excels at building a strong team morale and focusing that energy on tasks that are impactful and have a positive effect on the overall game team's experience developing on the project."
>
> *Sean Holaday - Software Engineer*

## EXPERIENCE

### TECHNICAL ART MANAGER (R&D), RIOT GAMES – 2022-PRESENT

- Provided workflow and pipeline best-practice guidance for early R&D teams
- Established roadmap planning rituals for central technical art team
- Identified technology needs across game projects and built proposals with stakeholders

### TECHNICAL ART MANAGER (LEGENDS OF RUNETERRA), RIOT GAMES – 2021-2022

- Established strong team culture and identity; opened channels for open communication across initiatives
- Set quarterly expectations with each member, focusing on professional growth and project impact
- Aligned priorities with engineering, art, and production teams across LoR initiatives
- Built quarterly roadmaps in conjunction with measurable team effort capacities
- Identified high impact in-engine iteration inefficiencies with supportive metrics, technical proposals and success KPIs;
- Reduced in-engine developers' churn by >500hrs/week combined

### ⊚ TOOLS & PIPELINE LEAD, EMBODIED, INC. – 2020-2021

- Rearchitected and built the proprietary content compiler into a python module that powers the node/graph-based dialog authoring UI & provides flexible extensions to external chat/ML system integrations
- Automated continuous integration (CI) E2E pipeline & build-server node management
- Implemented device & software management portal, providing access to complex daily routines for all team members
- Automated device functionality unit- & full-stack testing, focusing QA on content testing
- Automated Unity asset resource and bundles management
- Visualized & simulated text data logs for replay and debugging in Unity alongside custom-built interactable in-game timeline
- Automated 75% of content markup by training algorithm on large volumes of manual developer-generated content
- Co-ordinate cloud infrastructure access, control, and debugging for factory, developers, and customers

### ⊚ SENIOR TECHNICAL ARTIST, EMBODIED, INC – 2019-2021

- Restructure software, content, and asset for massive scalability & upgradeability
- Leverage animation data with offline processing to help create more dynamic character behavior
- Increase content iteration flexibility on device & workstation to ensure synchronicity
- Revamp content and asset pipelines, improve asset integration turnaround time from 3 weeks to 30 minutes
- Establish consistently paced software release-cycle
- Implement code-review and git-merging processes

### USC SENIOR TECHNICAL ARTIST, USC INSTITUTE FOR CREATIVE TECHNOLOGIES – 2016-2019

- Designed and developed input gestures, visual languages for mobile, AR, and VR
- Oversaw and optimized rendering and memory latencies to fit within technical-budget
- Lead production and engineering teams to design and develop new projects, technologies, and research concepts
- Redesigned engine asset containers as standalone objects with exposed setup requirements
- Designed facial animation capture pipeline that increased speed and reduced artists' technical dependencies for rapid iteration times

### USC TECHNICAL ARTIST II, USC INSTITUTE FOR CREATIVE TECHNOLOGIES – 2013-2016

- Developed advanced character skinning workflows that reduce time & effort from 2 hours to 5 minutes per iteration
- Augmented production shader technology by developing streamlined custom shaders (ie. for skin & hair)
- Formulated high level strategies with programmers to centralize and transition technologies from art and research into production while lowering production boundaries for agile in-house research groups
- Adapted game and Maya user interface design patterns to reduce friction in user experience based on usability testing
- Mentored & trained 15 artists to use in-house production tools & workflows

### USC TECHNICAL ARTIST I, USC INSTITUTE FOR CREATIVE TECHNOLOGIES – 2011-2013

- Developed authoring tools to streamline the artist iteration/workflows from highly technical specifications
- Created highly realistic AAA caliber art content (vehicles, characters, buildings, props, terrains)
- Built PyMEL-Qt middleware APIs for Maya UI, greatly simplifying integration between core functionalities and front end
- Expedited QA feedback on visual design and system design through rapid prototyping
- Served art and programming teams while fully handling weekly task duties and deadlines

### USC JUNIOR ARTIST, USC INSTITUTE FOR CREATIVE TECHNOLOGIES – 2010-2011

- Explored industry leading authoring tools & engines and adapted best practices for art team production
- Built Unity levels & environments that have realistic layouts and stunning visuals
- Migrated Maya tools and UI to PyMEL an QT from a fully MEL environment
- Brought consistent creative vision, passion, design principles and excellent communication skills
- Collaborated with multiple groups to provide artistic support in modeling, texturing and graphic design

## EDUCATION

University of Southern California – B.A. Graphic Design, Minor in 3D Animation, 2010

## SKILLS

- C# (10+yrs)
- C++ (Learning)
- Cg/HLSL (shaders) (2yrs)
- Git (3+yrs)
- Java (1yr)
- Jenkins (2+yrs)
- Maya (14+yrs)
- Mel/PyMel/OpenMaya (10yrs)
- Python (11+yrs)
- Qt (7yrs)
- Substance Designer (2yrs)
- Unity3D (10+yrs)
- Unreal (Learning)