

TECK LEE TAN – Field Engineer

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EXPERIENCE

2018 – Present: Unity Technologies Singapore: Field Engineer

Work with clients and partners to develop solutions and applications and support their projects. Conduct workshops and trainings for clients and the development community. Work with internal teams to improve the Unity engine and editor. Support business development.

2018: Virtually Live Singapore: Lead Technical Artist

Working on improving various aspects of production, from performance optimisations to art pipeline and workflow efficiency, while also looking to improve visual fidelity. Built tools for artists such as a vertex painter and a set of spline-based utilities, as well as for general use such as a dependency graph viewer.

2016 – 2017: Bandai Namco Studios Singapore: Senior Technical Artist

Introduced procedural tools and mindset to pipeline (Substance and Houdini). Engaged in rapid prototyping to assist design and engineering. Built custom shader and art solutions, and developed in-game vfx. Automated art pipeline from Substance Designer. Worked primarily in Unreal Engine 4 (materials, blueprints, fx), and additionally with Unity (shaders, prototyping).

2016: Nonstop Games: Senior Technical Artist

Worked closely with art and engineering to build custom shader and art solutions for fx, lighting, and lookdev. Helped identify and solve deficiencies in internal engine and editor. Helped ensure robustness of asset pipeline. Worked with global tech art team to identify areas of improvement to shared tools and practices.

2013 – 2016: DreamRocket Pte Ltd: Technical Artist/Tech Director

Managed pipeline automation and conventions. Created and maintained tools for artists and designers, both for DCC apps and via Unity editor scripting. Lots of shader and FX work. Involved with client-side coding in Unity. Led development on a handful of game prototypes, exploring gameplay mechanics, tech requirements and limitations, as well as art styles. Some experience with wearables.

2011 – 2013: Real U Pte Ltd: Technical Artist

Developed numerous tools for Photoshop and 3DSMax, from exporters to asset browsers to a character kitbasher. Wrote and maintained a custom .FX uberShader that closely matched the look of our in-game materials. Helped the artists whenever I could with tips and tricks, and mediated often between art and tech or production. Worked to plug holes in pipeline and workflow, and to address technical issues with assets. Modified/improved and developed some custom materials (rain and water runoff material, directional accumulation, directional rimlights on characters, fixed up and improved reflection behavior, etc), with close attention paid to user-friendliness of material instance modifications (eg. parameter naming and exposure).

More detailed info: http://teckartist.com/?page_id=75

2010 – Present: Independent Developer and Tinkerer: Multiple Roles

Worked on some small Unity projects on the side, including a vertex paint tool, a Unity implementation of Unreal's ProcBuilding, and numerous shader experiments. Developed a standalone Flowmap painter in Unity.

2009 – 2010: Ratloop Asia Pte Ltd: Artist

Built and lit the majority of the environment art for triple-IGF nominee *Rocketbirds: Revolution*. Also created the in-game particle effects and miscellaneous items, as well as additional illustrations. Also provided input on various design matters, from controls to level design and gameplay concerns. Also solo-developed a Wii prototype.

SKILLS

2D: PaintTool SAI; Adobe Photoshop, Flash; Cosmigo ProMotion

3D: 3D Studio Max; Silo; Wings3D; Blender; Zbrush; Sculptris

Misc: Allegorithmic Substance Designer; SideFX Houdini

Engines: Unity3D; Unreal; in-house

Languages: C#, Unity, Maxscript, Javascript + Photoshop API, Python, Processing, Blueprint

EDUCATION

2006 - 2007: SIM University

Major in Information and Communication Technology

2002 - 2003: Montgomery College, Rockville, MD

Major in Illustration

1999 - 2002: American University, Washington, DC

Major in Communication: Visual Media

Honors Nomination, School of International Service Research Symposium

1995 - 1996: Anglo-Chinese Junior College, Singapore

High School Diploma GCE 'A' Level