

# Eyez Li

Interactive Developer | Technical Artist

[eyecg.com](http://eyecg.com)

[Github](#)

[LinkedIn](#)

## SKILLS

- C#, C++, OpenGL, HLSL, VEX, Python, Javascript
- Graphics Programming, Procedural Art Generation, Game Development
- Unity3D, Unreal Engine, Houdini, Blender, 3dsMax

## EXPERIENCE

### Teamlab — Computer Graphics Programmer/ Game Developer Feb 2020 - NOW

- o GPU Firefly Engine. I adapted synchronization math and coupling behavior into a GPU based pipeline ensuring millions of realtime fireflies interact with: each other, sound and human motion. It was experienced by hundreds of thousands of people in gigantic interactive installations across the globe including SF, Tokyo and Shanghai.
- o Procedural Ripple System. I built a real time ripple generator for Olympic skating team's live performance for tens of thousands of people. It consisted of an easy to use UI for choreography, overlaid on top of a CPU & GPU based solution to enable snappy interaction and rapid onsite iterations. The system synced with and reacted to: spotlights, performers position as well as midi signals.
- o Online Mini Flower Face Project. Pushed Lens Studio's GPU capabilities beyond their intended limits to recreate TeamLab's signature flower blooming effect in JavaScript, on mobile. Balancing both smoothly running on low-end devices while maintaining a high bar of artistic quality.

### MediaMonks — System Developer/ Technical Artist September 2018 - September 2019

- o JLab Installation: Utilizing volumetric shading, I built a digital simulation for FWA award winning installation to enable remote teams and clients to collaborate. Saving countless hours and dollars that would have been wasted on travel, slow iterations and waiting for physical installations to get built in Jhonson & Jhonson lab.
- o Re-spin the Yarn: I wrote motion responsive shaders and interactive UI features that guide audience through the contemporary history of Hongkong in virtual world comprehensively. This VR installation has been permanently collected and exhibited in Hongkong Art & Heritage Center.

### PixelPlus — Unity3D Developer March 2018 - September 2018

- o Developed a two player rhythm battle game. Used Unity and SocketIO reflect real time score on light installation.
- o Made a multi player soccer game for Nike. Used radar to capture player movements sent through OSC to Unity

### 51VR — UE4 Technical Artist Intern November 2017 - March 2018

- o Optimized meshes and materials in UE4 without sacrificing visual quality for a cross platform VR mech game.
- o Created an artist friendly procedural desert & plants shading tool for a driving game.

## PERSONAL PROJECTS

### Procedural Cyborg generator February 2021 - NOW

A procedural modeling tool that transforms generic humanoid meshes into sleek, cyberpunk-ready cyborgs. Highly customizable and easy to use. It's perfect for any dystopian-future game or movies. Runs in Houdini, UE and Unity.

### Marine Life Simulator December 2020 - January 2021

A series of fully procedural marine life simulations that mimic swarms through a combination of boids, physarum model and fast fluid simulation. Created with C#, and HLSL compute shaders.

### Microorganisms Simulator October 2020 - December 2020

A series of microorganism simulations created through the exploration and synthesis of multiple cellular automata (CA) algorithms. The results were a wide array of unique and intriguing biotic visuals runs procedurally. C#, compute shader.

### Volumetric Fractal Computing July 2020 - September 2020

All in one: radar, charging station and laundry machine. Brought to you through the power and combination of 2D and 3D fractals along with ray marching. Offering you a new and unique retro futurism experience with every detail fully procedurally generated in compute shader.

## EDUCATION

### China Academy of Art - July 2018

Bachelor: Media Art and Technology