

Tingbang (Tim) Huang

(330) 785-6276 | Tingbang.Huang@gmail.com | www.tingbanguang.com

GAME DEVELOPMENT EXPERIENCE

Game Designer, Ringling College of Art and Design | August 2018 - May 2023

As part of an upper-level Game Art course:

- In a three-person development team, created a two-minute real-time rendered cinematic game trailer in Unreal Engine 4
- Pitched game concepts by mocking up various previsualization assets including photobashing, rough modeling, and texturing
- Created blueprint systems to define internal game logic
- Optimized framerate performance by compiling textures, materials, and reducing polygon counts

LEADERSHIP EXPERIENCE

Public Relations, Ringling Game Design Club | September 2020 - May 2023

- Organized weekly club meetings to facilitate discussion and research of current game industry news and recent releases
- Participated in yearly quick prototyping Game Jam event

EDUCATION

Ringling College of Art and Design,

Bachelor of Fine Arts, May 2023

Major: Game Art

SKILLS

Advanced competency

- Autodesk Maya
- Houdini
- Adobe Photoshop
- Adobe Substance 3D Designer
- Unreal Engine 4
- Unreal Engine 5

Working proficiency

- Blender
- Speed Tree
- EmberGen
- ZBrush
- Perforce
- MS Office Suite

Mandarin Chinese (Native)

English (Professional)