

Shih-Tsui Kuo (Ariel)

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LANGUAGE

Java
C#
C/C++
Python
HLSL
JavaScript/TypeScript
Ruby
Unix Shell Script

SOFTWARE/TOOL

Autodesk Maya
Unity
Adobe Photoshop
Git/P4V
Amazon Web Services
Houdini

RELEVANT COURSE

Computer Graphics
Simulation for Animation
Animation Art and Tech
Effect Designs for Game
Linear Algebra
Differential Equations
Algorithm

EXPERIENCE

High Moon Studios – Activision Blizzard, Carlsbad, WA April 2020 – Present

Associate Technical Artist/Technical Artist – *Call of Duty: Black Ops Cold War*

- Game performance analysis and improvement
 - Created lighting inspection tool to find overlapped light sources
 - Wrote tools to batch update asset properties to improve performance
- Wrote HLSL shaders for post effects: motion blur, vintage CRT effects
- Game mechanics scripting, art team scripting support and troubleshooting.

Amazon Game Studios, Seattle, WA April 2018 – Mar 2020

Software Engineer – PC Game Distribution Platform

- Build desktop application local backend in C# and GUI in Typescript
- Maintain game distribution service in JAVA
- Design and build in-game-purchase infrastructure and SDK

Amazon Web Service, Seattle, WA July 2016 - April 2018

Software Engineer– GameLift, Cloud Services for Game

- Built service that help game developers to deploy, scale and manage their game servers in cloud and provide low latency player experience

Carnegie Mellon University, Pittsburgh, PA 2015

Teaching Assistant – Building Virtual World

- Taught fundamental 3D modeling/rigging/animating in Maya.
- Troubleshot technical problems from creation in Maya to integration in Unity.

National Chiao Tung University, Taiwan 2013

Teaching Assistant – Algorithm, Computer Science School

- Assisted after-class discussion, handwriting assignment and algorithm implementing assignments in C/C++.

HONORS and ACTIVITIES

- Judge/Mentor of Twitch Extension Hackathon in Yale University, CT 2019
- SIGGRAPH Student Volunteer, Los Angeles, CA 2016
- Amazon Summer Intern Hackathon 1st Place, Seattle, WA 2015
- Google Anita Borg Memorial Scholarship, Taiwan 2014

EDUCATION

Carnegie Mellon University, Entertainment Technology, Pittsburgh, PA

M.S. in Entertainment Technology 2016

National Chiao Tung University, Computer Science, Taiwan

B.S./M.S. in Computer Science 2012, 2014