

WALTER LOW ZHE MING

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PROJECTS | Skull and Bones

ROLE: SENIOR TECHNICAL ARTIST

- Owner of the Houdini Pipeline for the World. Maintaining the pipeline to ensure stable world generation as well as creating procedural tools to help with content generation.
- Performance optimization and profiling on target consoles.
- Automation scripts and additional tools to make life easier for LAs/LDs.

Assassin's Creed Origins

ROLE: TECHNICAL ARTIST

- Solving problems and creating tools/scripts in C# and WPF
- Worked with the procedural system to create the biomes of the game.
- Created/tweaked shaders for some parts of the game.
- Troubleshoot day to day problems for artist/designers.
- Optimization of assets.
- Help with the performance on target consoles.

EXPERIENCE | Senior Technical Artist – Lightspeed Studios (2023 – Present)

Senior Technical Artist – Ubisoft Singapore (2019 – 2023)

Technical Artist – Ubisoft Singapore (2016 – 2019)

Junior Technical Artist – Ubisoft Singapore (2015 – 2016)

3D Environment Artist – Ratloop Asia (2014 – 2015)

SKILLS |

Scripting: C#, WPF, XAML, Python, Maxscript

Software: 3DS Max, ZBrush, Photoshop, Unity, Substance Designer

EDUCATION |

DIGIPEN INSTITUTE OF TECHNOLOGY SINGAPORE (2010 – 2013) BACHELOR OF ARTS IN GAME DESIGN