YU-CHAO (CURTIS) WANG



EXPERIENCE

2024 – Curr. ⋆ **Graduate Teaching Assistant**, Purdue University, West Lafayette, Indiana, USA
- ◇ Directed technical lab sessions for CGT 147 (Visual Effects Introduction) and CGT 340 (Digital Lighting & Rendering), providing hands-on instruction in Houdini, Maya, and Arnold to cohorts of 20–30 students
- ◇ Facilitated practical skill development in procedural simulation and photorealistic rendering by evaluating project deliverables and resolving complex technical inquiries

2021 – 2022 ⋆ **Deputy Art Lead / Visual Effect Artist**, Studio Kui-Niu, Tianjin, PRC
Spearheaded visual development and VFX creation for the studio's inaugural *PV* (released on *Bilibili*).
- ◇ Engineered custom shaders and optimized the URP pipeline using *ASE*, Shader Graph and HLSL
- ◇ Supervised and mentored a team of junior 3D artists, standardizing the art production pipeline and ensuring stylistic consistency across project deliverables

2021 – 2021 ⋆ **Hard Surface Artist**, Studio Kui-Niu, Tianjin, PRC
- ◇ Produced high-fidelity hard-surface 3D assets using Maya and Substance Painter, ensuring strict alignment with the project's artistic and technical specifications
- ◇ Executed efficient UV mapping, PBR texturing, and topology optimization to streamline asset integration and performance within the URP environment

EDUCATION

2024 – Curr. ⋆ **Ph.D. in Computer Graphics Technology**, Purdue University
- ◇ Advised by Dr. *Tim McGraw* with a focus on Computer Graphics & AI — Expected May 2029

2022 – 2024 ⋆ **M.S. in Computer Graphics Technology**, Purdue University
- ◇ Focused on volumetric rendering, procedural modeling, and VR/HCI

2017 – 2021 ⋆ **B.S. in Computer Graphics Technology**, Purdue University
- ◇ Double majored in *Animation* and *Game Development & Design*
- ◇ Awarded Dean's List for academic excellence (Spring & Fall 2019, Spring 2020)

RESEARCH PUBLICATIONS

Preprints

1 J.-C. Chiu, **Y.-C. Wang**, S. Luo, T. Wang, Q. Yang, N. Khanal, and Y. V. Chen, *Mirage: A micro-interaction relational architecture for grounded exploration in multi-figure artworks*, 2026. arXiv: 2604.23788 [cs.CV].

PROJECTS

2025 – Curr. ⋆ **MURAL**
- ◇ Developing an LLM agent to assist laypeople in drafting artist-ready art commission briefs
- ◇ Conducting an IRB-approved empirical user study to evaluate system performance and user experience

⋆ ***Personal Website***
- ◇ Based on *HugoBlox*, yet modified structures and integrated custom Tailwind CSS for advanced VFX
- ◇ Features responsive design across modern platforms, configured automated CI/CD pipelines via Netlify

ABILITIES & INTERESTS

Technical Abilities

Coding ⋆ C++, Python, C#, HLSL, GLSL, OpenGL, Vulkan, LaTeX, HTML, CSS

Softwares ⋆ Unity, Unreal Engine, Maya, Houdini, Substance 3D Suite, Photoshop, Git, Blender

AI Workflows ⋆ Agentic Workflows (OpenClaw, OpenCode, Hermes), Tex2Img; Prompt, Context & Harness Engineering

Skills for CG ⋆ Shader Development, Real-Time VFX Pipeline, Hard Surface Modeling, PBR Texturing

Leadership ⋆ Cross-Disciplinary Collaboration, Art Direction, Mentorship & Management of Junior 3D Artists

Areas of Interest & Languages

Research ⋆ LLM-Driven Procedural Content Generation, Human-AI Co-Creation, Real-Time Rendering, Virtual Reality

Personal ⋆ GPU Microarchitecture & Industrial Design Analysis, Enthusiast GPU Collecting, Indie Game Development

Languages ⋆ English (Professional), Mandarin Chinese (Native), Japanese (Intermediate)

© 2026 Yu-Chao Wang. Last updated May 2026. Please visit personal website for up-to-date version.