

ZIQUI TIAN

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EDUCATION

Sichuan University

Bachelor of Science in Computer Science

GPA: 3.78/4 Average Score: 89.8/100

Sept. 2021 - June 2025(Expected)

Chengdu, China

WORK EXPERIENCE

Lilith Games

Intern, Technical Artist

Feb. 2025 - Apr. 2025

Shanghai, China

- Created keyframe animations using Blender and Unreal Engine 5 to produce visually compelling character motion.
- Collaborated with UI/UX designers to develop mobile-first, accessible interfaces that enhanced user experience across platforms.
- Co-developed the starry sky visual effect for *Farlight 84* in close cooperation with texture artists.

Ubisoft Games

Intern, Game Development Tester

Apr. 2024 - July 2024

Chengdu, China

- Conducted package and engine bug regression for *Assassin's Creed: Shadow*, identifying and documenting issues across various gameplay and engine components.
- Worked cross-functionally with development, QA, and art teams to track and resolve bugs and ensure seamless feature integration.
- Gained deep understanding of AAA game production pipelines and engine architecture.

PROJECT EXPERIENCE

Spotlight GameJam 2024

Technical Artist

Sept 2024 - Oct. 2024

Remote

- Co-developed the pixel-style game *The Heart of Candlelight*, serving as the technical artist for the team.
- Designed and implemented character animations and visual effects for the protagonist "Candlelighter."
- Awarded "Outstanding Project" in Spotlight GameJam 2024 by TapTap.

National University of Singapore SummerWorkshop 2023

Research Student

July 2023 - Aug. 2023

Singapore

- Designed and implemented a tool capable of automatically analyzing and detecting software bugs in static source code.
- Applied the tool to assist in code quality checks during game development workflows, improving development efficiency and consistency.
- Collaborated closely with teammates to resolve implementation challenges, significantly improving the system's analysis accuracy.
- Received First Prize in the NUS Summer Workshop 2023 for project excellence.

AWARDS & ACHIEVEMENT

- Sichuan University Scholarship (2021–2023, two consecutive years) .
- Outstanding Student Award, Sichuan University .
- "Outstanding Individual Game Developer Team," Spotlight GameJam 2024 (TapTap) .