

Rex Hsieh

Visual Designer

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology, Class of 2014

University of Illinois at Urbana Champaign

Bachelor of Fine Arts in New Media and Bachelor of Arts in Political Science, Class of 2011

EXPERIENCES

Palimpsest, ETC

In 16 weeks Team Palimpsest built a 3D augmented reality navigation walking companion that can guide the user to any place they desire using Epson BT-200 Glasses.

Worked as 3D modeler/ animator and built and animated Sparky the walking companion.

Manga Generator, KAIT, Japan

Worked on an interactive digital comic system that allows players to play as the main character of different comic stories and have their own comic printed out.

Exhibited in France, Japan, and Taiwan. Attracted 140 players per day. Interviewed by NHK from Japan.

Worked as scenario developer and lead artist and created two digital interactive comics for Atsugi and Tottori city government.

FamiLink TV/ExPixel, KAIT, Japan

Worked on a multi-imaging system that allows the hiding and displaying of contents on screens using specially polarized glasses.

Exhibited in Laval Virtual Conference, France.

ExPixel won 3rd place in ACM Siggraph 2014 Vancouver's ACM Student Research Competition.

Worked as virtual world designer and researcher building 3D environments.

Sony PlayStation Ignite, ETC, Pittsburgh, PA

In 16 weeks a team of seven made 5 game prototype worlds for our client Sony PlayStation America.

Worked as 2D texture artist, environmental artist, and 3D modeler in 5 game worlds.

Building Virtual World, ETC, Pittsburgh, PA

In 16 weeks worked on 5 game prototypes.

Came up with the idea of a minecart roller coaster for the Indiana Jones Mine Cart Adventure, which became the most played game in the BVW festival.

EXHIBITIONS

Taiwan Manga Exhibition

Exhibited Manga Generator as artist, 600,000 visitors attended

Parc Del Exposition Japan Exhibition

Exhibited Manga Generator as artist, 200,000 visitors attended

Science Olympiad

Promoted to coach after working as volunteer for 3 years

Yokohama Youth Center Exhibition

Exhibited ExPixel and Manga Generator

Hon-Atsugi Amyu Exhibition

Exhibited FamiLink and Manga Generator, played by 360 players in 3 days

UIUC Senior Thesis Show

Led a tour across Japan garden introducing different aspects of Japan garden using illustrations

UIUC School of Art and Design Advanced Art Show

Exhibited 14 illustrations in three series

SKILLS

Exhibition

Supervising exhibitions, manning exhibition booth, guiding visitors.

Digital Art

Adobe Photoshop, Adobe Premiere Pro, 3ds Max and Maya.

Design

Rapid prototyping, game design, game environment design, graphic design.

Traditional Art

Chinese ink, dip pen, color pencil, wood block printing, oil paint, water color.