



Kyle(Qi) Liu

TECHNICAL ARTIST

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PROFILE

Technical Artist with 8+ years of experience across VFX, virtual production, and real-time workflows. Experienced in developing DCC and pipeline tools, optimizing Unreal Engine assets and scenes, prototyping real-time interactive systems, and improving content production workflows. Skilled in Python, Unreal Engine, TouchDesigner, 3D production pipelines, debugging, and cross-disciplinary collaboration with artists, engineers, supervisors, and managers.

EXPERIENCE

Senior Technical Operator - Lumostage

JANUARY 2026 - MAY 2026

Developed production tools and workflows for Assimilate LIVE FX and Unreal Engine-based virtual production pipelines. Maintained and supported the company Perforce server, including developing artist-facing tools to simplify version control and content management workflows.

Technical Director - Versatile Media Co., Ltd

SEPTEMBER 2020 - OCTOBER 2025

Developed DCC and real-time production pipeline tools for art, R&D, and animation teams, supporting asset ingest, content integration, Unreal Engine, nDisplay, and TouchDesigner-based workflows.

Developed procedural and automated workflows to batch-optimize Unreal Engine assets and scenes, including meshes, textures, lighting, shaders, level sequencer, and rendering features for real-time production.

Rapidly prototyped real-time and interactive technical setups, including mocap stage projection mapping, VR/AR tech demos, interactive experiences, LED systems, and real-time media playback workflows.

Compositor/3D Lighting Artist - Jiaxing Pictures, Hangzhou

JUNE 2017 - FEBRUARY 2019

Worked with the compositing and lighting teams to produce high-quality shots for feature films.

Compositor/3D Generalist/Motion Graphics Designer - Motion Magic, Shanghai

FEBRUARY 2017 - MAY 2017

Collaborate with clients and internal design teams to deliver VFX and interactive content for commercial projects.

Links

[Linkedin](#)

[Portfolio](#)

SKILLS

Unreal Engine

Blender

TouchDesigner

Adobe Creative Suite

Nuke

Maya

Davinci Resolve

Substance Designer

Substance Painter

Python

Unity3d Engine

Django

Vue.js

LANGUAGES

English, Mandarin

EDUCATION

Simon Fraser University, Vancouver *Master of Digital Media*

SEPTEMBER 2019 - APRIL 2021

Zhejiang University of Media & Communications, Hangzhou *Bachelor of Arts in Digital Media*

SEPTEMBER 2013 - AUGUST 2017

SELECTED TECHNICAL PROJECTS & CREDITS

[Custom Real-Time Playback System](#) (Real-time media play system, 2024)
TouchDesigner Developer

[Rift - Immersive Rhythm Installation](#) (TouchDesigner & electronic hardware, 2025)
TouchDesigner Developer, Hardware Engineer, Technical Artist

[Final Destination: Bloodlines](#) (Feature Film, 2025)
On-set VP Technical Support, Virtual Production Operator

[Stick](#) (Apple TV+ Sports Comedy Series, 2025)
TouchDesigner Developer, Virtual Production Operator

[Smoke](#) (Apple TV+ Series, 2025)
TouchDesigner Developer, Virtual Production Operator

[Resident Alien](#) (TV Series, 2023)
Virtual Production Operator

[Invasion](#) (Apple TV+ Series, 2025)
Unreal Engine Developer, Virtual Production Operator

[Night Comes](#) (Feature Film, in production)
Unreal Engine Developer, Virtual Production Operator

[The Marshmallow Experiment](#) (Feature Film, in production)
Unreal Engine Developer, Virtual Production Operator

Cadillac Commercial (Commercial, 2025 – in production)
Unreal Engine Developer, Virtual Production Operator

Listerine Commercial (Commercial, 2025 – in production)
TouchDesigner Developer, Virtual Production Operator

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