Jiatong Yao

Software Engineer, technical artist

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Education

University of Texas at Dallas | Dallas, TX, USA
Master of Science in Computer Science

Southeast University | Nanjing, China
Bachelor of Engineering in Computer Science and Technology

Professional Experience

Napster (former Infinite Reality)

Senior Engineer | Remote | May 2025 – Jul 2025
- Backend development for Gemini based AI-powered agent system, integrating intelligent behavior into Engine environments to enhance interactivity and immersion.
- Implemented front-end features for a no-code engine user interface, contributing to a key product launch.

Technical Artist Engineer | Remote | Aug 2023 – Jul 2025
- Optimized WebXR engine performance through custom tool development, improving rendering efficiency and system responsiveness.
- Created and maintained asset pipeline tools, reducing production time and increasing visual consistency across immersive scenes.
- Developed Three.js shaders (e.g., dynamic water surfaces, cinematic tone mapping) and VFX assets (fire, lighting) to elevate visual fidelity.
- Engineered solutions for complex rendering issues, accelerating the production pipeline and boosting team creative output.

Nexus Event Interactive | Remote | Apr 2023 – Sep 2023

Technical Artist | Apr 2023 – Sep 2023
- Bridged gap between artists and programmers, facilitating seamless integration of visual assets and improving overall game development process.
- Developed advanced toolsets in Substance Designer for "Tales of Midgard," enhancing the game's visual and textural quality.
- Maintained and optimized proprietary technologies, ensuring seamless game development workflows for "Tales of Midgard."

PUZAOSHI Art Studio | Remote | 2021

Creative Developer & Visual Artist
- Created generative real-time visuals for immersive installations and live performances, blending technology with interactive art.

Unity Technologies | Shanghai, China | Sep 2020 – Jul 2021

Technical Artist Intern
- Developed productivity tools for internal artist teams, improving Unity's project scalability and production speed.
- Created a PBR (Physically Based Rendering) system and custom tools for hair asset generation, streamlining character workflows.

Technical Skills

Engines: Unity, Unreal Engine, SparkAR, TouchDesigner
DDC: Blender, ZBrush, Maya, Style3D, Houdini, Substance Suite, Adobe Suite,
Languages: JavaScript, Three.js, React, GLSL/HLSL Shaders, C#, C++, Python, Java, HTML, OpenGL, SQL

Awards and Recognition

Young Innovator of the Year 2024, ECI Awards
Digital Fashion Week Exhibitor 2023–2024
Exhibited digital fashion films in New York, London, and Paris, showcasing innovation in 3D virtual garments and immersive storytelling.