

JINHUI GU

TECHNICAL ANIMATOR / REALTIME TECHNICAL ARTIST

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Technical Animator and Real-time Technical Artist specializing in Unreal Engine character systems, Vicon motion-capture pipelines, procedural animation, and production tools. Experience across AAA game production and rapid prototyping, with a focus on reusable workflows and responsive real-time systems.

EXPERIENCE

Motion Capture Lab Teaching Assistant | University of Utah | Salt Lake City, UT May 2026 - Present

- Conduct motion-capture sessions for student projects using a Vicon system, including performer setup, system calibration, recording, and on-stage troubleshooting.
- Clean and process captured data by resolving marker gaps, correcting labels, and fixing tracking errors to produce animation-ready motion.
- Develop Python scripts and workflow tools to automate motion-capture data export, file organization, and delivery across downstream animation pipelines.

VFX / Technical Artist Intern | Tencent Games - TiMi Studio Group | Shenzhen, China May 2025 - Aug 2025

- Created interactive vegetation for large-scale environments using Houdini, Unreal materials, and 2D fluid simulations, enabling characters and abilities to dynamically affect plant motion.
- Developed a Houdini wood-fracture tool and VAT asset pipeline, turning fracture setup into a repeatable few-step workflow for environment artists.
- Optimized Niagara VFX through culling and particle management, reducing active particle counts by more than 90% while maintaining visual quality.

Technical Animator Intern | Original Force | Nanjing, China Jan 2025 - Apr 2025

- Implemented a third-person shooter animation system in Unreal Engine using ALS and Lyra as references, improving character responsiveness and gameplay feel.
- Built character rigs and environment assets supporting real-time production prototypes.

EDUCATION

M.E.A.E., Entertainment Arts and Engineering | University of Utah | Salt Lake City, UT 2025 - 2027

B.A., Animation | South-Central Minzu University | Wuhan, China 2020 - 2024

Exchange Program: University of Chester, UK | Sep 2023 - Mar 2024

SKILLS

Engine & Systems: Unreal Engine, Blueprint, Niagara, Materials, Behavior Trees, Unity

Animation & Mocap: Vicon, Motion Capture Data Processing, Animation Systems, Maya, Advanced Skeleton

Procedural & DCC: Houdini, VEX, ZBrush, Substance Designer, Substance Painter

Scripting & Languages: Python | Chinese (native) | English (professional working proficiency)