Xinlin (Ash) Yang

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Education

California College of the Arts	**San Francisco, CA**
BFA Animation	09/2021-06/2024

- GPA: 3.755/4.0
- Coursework: *2D Animation, 3D Computer Animation, Visual Storytelling, Game Arts, Junior Projects, Senior Projects, Arts/Media History, Critical Ethnic Studies etc.*
- Honors: *International Merit Scholarship, Dean's List*

Rutgers University	**Piscataway, NJ**
Major undecided, enrolled in School of Arts and Science	09/2019-06/2021

- Grades: 3.157/4.0

Professional Experience

Veewo Games	**Xiamen, China**
Game animation intern	06/2023- 08/2023

- Supported the Neon Abyss project team in driving the design vision, documentation, and implementation. Supported Neon Abyss's major joint initiatives with other parties including the Muse Dash × Neon Abyss Collab
- Sketched preliminary concept designs, and created interactive animations and special effects in close collaboration with engineers, animators, VFX, and others using game engines and animation software
- Provided technical support to the project team, run game tests and clearly and constructively communicated the root causes of technical issues, risks, or blockers

Project Experience

Independent animation projects	08/2022-05/2023

- Drew storyboards and designed characters for the two projects by applying technical skills including TV Paint, Adobe Animate, Toom Boom Harmony and Procreate
- Carried out sound effect and video editing for the two projects with Adobe Premiere
- Took part in the CCA Spring Showcase through elaborating the projects

Loop animation project-*The Cat Taking Over San Francisco*	03/2023-05/2023

- Created an original loop animation featuring a colonial-revival style house and a cat
- Contributed to a group master loop animation through collaborating with other animation major students by applying various animation software
- Presented the final work at the CCA Nave Center

Word game project-*Neko's Date*	03/2022-05/2022

- Drew the storyboard and completed character design and illustrations independently
- Created sound effects, and mixed audio, and designed interactive elements
- Presented the game at the CCA Game Arts Showcase and offered interactive demo

Technical Skills

Skills: Unity, MAYA, Blender, Adobe Photoshop/Illustrator/Premiere/Audition/Animate, Clip Studio Paint, Toon Boom Harmony, TV Paint, Procreate, Twine, Aseprite

Language: English, Chinese(Mandarin, Cantonese)   **Interests:** gaming, guitar, piano