Xinlin Yang

Email: yangxinlin187@gmail.com | **Portfolio Web**: https://www.xinlinyang187.com/

An interdisciplinary background gamer with both art and game development capabilities

Education

California College of the Arts   **San Francisco, CA**

BFA Animation   09/2021-06/2024
- GPA: 3.755/4.0
- Honors: *International Merit Scholarship（4 years）, Dean's List*

Duke University   **Durham, NC**

MEng in Game Design, Development, & Innovation   08/2025-06/2027
- Honors: Merit-Based Scholarship (2 years)

Work Experience

Veewo Games   **XiaMen, China**

Game Animation Intern   06/2023-08/2023
- Contributed to gameplay system and level design for Neon Abyss and its collab with Muse Dash
- Created modular combat animations using Unity Animator and Timeline, implementing trigger logic for layered actions
- Coordinated with programmers and FX artists to ensure asset integrity and improve animation pipeline
- Produced optimized pixel animations using Aseprite, balancing performance with visual clarity for 2D gameplay

Projects Experience

"The Misadventures of Skylar Knight"&"Overpriced" | UE Action Platformer & Puzzle Game
- Authored stylized 2D/3D assets and established consistent visual direction across projects
- Implemented and assembled assets directly in Unreal Engine 5, ensuring gameplay functionality rather than decorative set dressing.
- Ensured visual readability across third-person, side-scrolling, and first-person camera systems.
- Collaborated with level design to maintain scale accuracy, silhouette clarity, and interaction feedback
- Optimized materials and asset configurations for runtime performance within rapid iteration cycles
- Bridged art and gameplay workflows, supporting production efficiency under tight deadlines

"Eco-Alchemist's Odyssey" | Unity Pixel-Style RPG
- Built a demo with crafting, exploration, and environment-based puzzles in Unity
- Implemented assets directly in Unreal Engine 5, handling material setup, scene assembly, and gameplay integration
- *Mapped gameplay feedback to affect level states and abilities, balanced usability with expressive visual design, serving both tech art and level logic functions*

"Under the Lantern"&"Remember When" | 3D Narrative Puzzle Games
- Designed level flow, puzzles, and environmental storytelling centered on historical and psychological themes
- Built modular 3D environments in Maya, supported cinematic storytelling through space and camera planning
- Created UI wireframes and implemented interaction timing for improved player feedback and immersion
- Balanced world-building with player flow to enhance both emotional depth and mechanical clarity

Technical & Creative Skills

Engines：Unity, Unreal Engine 5

2D/3D Art & Asset Creation：Maya, Blender, Photoshop, Illustrator, Aseprite, Premiere, Audition, Animate, After Effects

Language: C ++ Language