

Xinlin (Ash) Yang

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

Technical Artist

Character Workflows · Animation Systems · Real-Time Engine Integration

Education

Duke University

MEng in Game Design, Development, & Innovation

Durham, NC

08/2025-06/2027

- Honors: Merit-Based Scholarship (2 years)

California College of the Arts

BFA Animation

San Francisco, CA

09/2021-06/2024

- GPA: 3.755/4.0

- Honors: *International Merit Scholarship* (4 years) , *Dean's List*

Work Experience

Game Animation Intern|Veewo Games

XiaMen, China 06/2023-08/2023

- Created modular combat animations using Unity, implementing trigger logic for layered actions
- Coordinated with programmers and artists to ensure asset integrity and improve animation pipeline
- Produced optimized pixel animations, balancing performance with visual clarity for 2D gameplay

Character Technical Artist|Cozy Corsair

Durham, NC 11/2025-Present

- Created stylized 3d characters from Maya through Unreal Engine implementation
- Performed retopology, mesh preparation, rigging, skinning, weight refinement, animation, and implementation, building and refining the character from Maya all the way into the final gameplay environment
- Imported and configured skeletal meshes and animation assets in Unreal Engine, and developed character-related Blueprint setups for in-game functionality

Character Technical Artist|After Eve

Remote 06/2026-09/2026

- Implemented 2D character animation systems in Unity, transforming assets into in-game content.
- Built and maintained Animator Controllers, animation states, transitions, and gameplay-driven character logic
- Integrated sprites, animation clips, and character components into reusable Unity prefabs and production workflows

Projects Experience

“The Misadventures of Skylar Knight”&“Overpriced” | UE Action Platformer & Puzzle Game

- Created and implemented 2D/3D assets 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 team 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 in Unity handling material setup, scene assembly, and gameplay integration

“Under the Lantern”&“Remember When” | 3D Narrative Puzzle Games

- Built modular 3D environments in Maya, supported storytelling through space and camera planning
- Balanced world-building with player flow to enhance both emotional depth and mechanical clarity

Technical & Creative Skills

Development: Unreal Engine 5, Unity, C ++

DDC & Arts: Maya, Blender, Niagara, Aseprite, Adobe Photoshop/Animate/After Effects

Language: C ++

Production: Perforce, Perforce, GitHub, GitLab, Jira, Notion