

Zixin Yang

(Helen)

3D Artist

Technical Artist

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EDUCATION

Carnegie Mellon University

Master of Entertainment

Technology (Exp 2026)

Bachelor of Science & Arts

in Mathematical Sciences

and Art 2024

Minor in Game Design

Minor in HCI

SKILLS

Software

Unity

Maya

Zbrush

Substance Painter

Figma

Design

Character Design

Game Design

UI/UX Design

Storyboarding

Design Research

Art

3D modeling and animation

Generative art

Visual effects

Painting and sculpting

Handicrafts of 20+ types

Language

Chinese - native

English - fluent

Programming

Python, C#, C

EXPERIENCE

3D Design Intern | PepsiCo

Summer 2023 | Shanghai, China

- Designed 4 packaging concepts for Lay's new product, complete with 3D model prototypes.
- Crafted realistic 3D models for 3 new Quaker products, delivering high-quality renders for advertisements and collaborations with Sam's Club China.

3D Design Intern | MeetKai

Summer 2023 | Shanghai, China Remote

- Designed and modeled 6 innovative stages for metaverse applications, particularly virtual conferences and awards ceremonies for MeetKai partners like BYD and Sony Picture.
- Refined designs through iterative prototypes to enhance user experience and reduce processing power demands.

Promotion Intern | Xenario

Summer 2022 | Shanghai, China

- Contributed to the design of "AiAi's Dream", an AI immersive theater project showcased at Shanghai Tower 107F as China's "highest" exhibition.
- Developed storyboards for promotional videos and authored scripts for AiAi's public interaction sessions, garnering appreciation from target audience.
- Registered and managed 10+ social media accounts for AiAi, wrote posts and responded to comments from the public.

PROJECTS

Research & Concept Design | Game 'Shoal'

2024 | Capstone project for BXA

An individual game design project that explores embodying abstract feelings through immersive virtual experiences.

- Conducted thorough research on Alzheimer syndromes and interviewed family members of 8 Alzheimer's patients and a young woman with working memory and cognitive impairment.
- Conceptualized a game that reflects an Alzheimer patient's consciousness using unconventional mechanics and visual metaphors and created a design document in the form of an illustration book.

3D Artist & Technical Artist | VR Game 'Clink Clank'

Fall 2023 | Course project, team of 6

A VR game featuring mech piloting and monster fighting.

- Designed and modeled game assets featuring a Chinese-Cyberpunk aesthetic.
- Animated enemy characters through key-framing and procedural techniques.
- Developed 15 visual effects using particle system and shader graphs.
- Iterated designs based on feedbacks collected from six playtesting sessions.

UI/UX Designer & Programmer | VR Project 'How Do You See The World'

Fall 2023 | Course project, team of 3

An educational VR project that demonstrates three visual impairments through first person simulation and interactive virtual museum.

- Conducted thorough research on Glaucoma.
- Designed engaging levels and interactions to convey complex concepts.
- Programmed interaction and impairment simulation with C# and postprocessing.
- Modeled and animated 3D assets to illustrate different visual conditions.

AI Artist & Animator | Animation 'Monsters of Mountains and Seas'

Summer 2023 | Course project, team of 4

A 6-minute original animation rooted in ancient Chinese culture and Buddhist myths.

- Designed 5 nonhuman characters and drew frame-by-frame animations.
- Trained a Lora model using over 100 Dunhuang frescoes images and generated stylized backgrounds with Stable Diffusion and Midjourney. Invited by the professor to create a generative AI art tutorial for future students.