



# 杨紫馨

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求职意向: 技术美术、3D 美术  
作品集网站: [zixinyang.com](http://zixinyang.com)

跨学科背景 (艺术与数学) 的技术美术创作者, 在校期间参与过 20+ 个游戏与交互项目, 专注 3D 美术与技术美术实践。擅长解决视觉与技术问题, 具备良好的跨团队协作能力, 并能快速适应新引擎与工具。

## 教育

### 卡内基梅隆大学

硕士: 娱乐科技专业 (ETC) (2024-2026)

学士: 数学 x 艺术跨学科专业 (BXA) (2020-2024) 辅修游戏设计, 人机交互 (QPA 3.86/4.0)

相关课程: 数学系专业课, 3D 模型动画全流程, PBR 材质与贴图制作, 计算机图形学, 机器学习算法, AIGC 游戏及动画

在校期间荣誉奖项: 连续 4 年进入院长嘉许名单, 学校及学院荣誉毕业生

Global Game Jam 中 2 次获得 Judges Choice 奖项, itch.io Melon Jam 2026 中获得第一名

## 技能

软件: Unity, UE, Maya, Zbrush, Substance Painter, Substance Designer, Houdini, PS, Figma, Lens Studio AR

编程语言: Python, C#, C++, C, p5.js, HLSL

美术及设计: 3D 模型、材质及动画, 特效及 shader 编写, AI 生成艺术, UI/UX 设计, 绘画, 手工艺及雕塑

## 实习经历

### 3D 角色美术实习 | 叠纸

2025 | 上海

参与角色服装与饰品的 3D 资产制作, 负责低模拓扑、UV 展开及基于项目材质系统的贴图流程。工作中使用了 Maya、Marmoset Toolbag、Substance Painter、Substance Designer、Photoshop 和 SAI。制作了牛仔布、天鹅绒、丝绸、皮革、刺绣等多种高拟真材质, 并在 Unreal Engine 中根据大世界与试衣间场景、昼夜光照条件调试材质参数与贴图表现, 确保不同面料在游戏中的真实度与差异化。

### 3D 设计实习 | 百事

2023 | 上海

为三款全新的 Quaker 产品制作 3D 模型, 为产品广告和商业合作样图制作渲染图。为乐事薯片的新产品设计了四种包装概念, 根据生产工艺的特性进行调整并完成了 3D 模型打样。

### 3D 场景设计实习 | MeetKai

2023 | 美国

为 MeetKai 的元宇宙应用设计并建模了 6 个不同类型的舞台, 用于 MeetKai 的合作伙伴 (如比亚迪和索尼影业) 举办的虚拟会议、颁奖典礼、音乐节等活动。通过多个原型迭代设计, 优化用户体验并减少处理能力消耗。

## 项目

### 3D 美术, 技术美术, UI/UX | Trinity VR-PC-手机跨平台三人合作游戏

2025 秋季 | 美国

负责猫主角 3D 资产制作, 并与程序协作设计动画拆分与混合逻辑, 用跳跃方向、落地高度、移动速度等实时参数驱动, 实现稳定且流畅的过渡。完成游戏中 8 种交互装置的 3D 制作, 能够对不同玩家输入做出反馈。负责移动端 UI/UX 设计。

### 3D 美术, 技术美术 | Travel in X AR 体验

2025 春季 | 美国

一个旨在探索 Quest 3 的 AR 交互可能性的实验性项目。设计并制作了写实怪物模型, 并结合逐帧动画与程序动画实现了一系列 AR 中的交互动作。与程序组员合作, 完成了基于渲染顺序、模版遮罩、相机叠加等原理的特殊视觉效果。

### 3D 美术, 技术美术, UI/UX 设计 | Building Virtual World 课程项目

2024 秋季 | 美国

在一个学期中与随机组成的五人团队以 1-2 周为周期设计并制作了四款游戏。游戏均基于非常规的平台和控制方式, 包含 Xbox 无障碍控制器, 眼动仪, VR/手势识别, 及多种物理控件。在团队中负责所有 3D 美术, 动画, 及特效制作。

# Zixin Yang

(Helen)

3D Artist/Texture Artist

Technical Artist

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## CONTACT

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## EDUCATION

**Carnegie Mellon University**

Master of Entertainment

Technology (Exp 2026)

Bachelor of Science & Arts  
in Mathematical Sciences  
and Art (2020-2024)

Minor in Game Design

Minor in HCI

GPA 3.86/4.0

## SKILLS

### Software

Unity

Unreal

Maya

Zbrush

Substance Painter

Substance Designer

Houdini

Photoshop

Lens Studio – Snap AR

### Design

Character Design

Game Design

UI/UX Design

Storyboarding

Design Research

### Art

3D modeling and animation

Technical Art

Generative art

Painting and sculpting

Handicrafts of 20+ types

### Programming

Python, C#, C++, C, p5.js

### Language

Chinese - native

English - fluent

## HONORS

### University

- Dean's List 2020-2024
- University Honor & College Honor Graduate 2024

### Game Jams

- Global Game Jam 2024 & 2025 Judges Choice Award
- Melon Jam 2026 First Place

## PROJECTS

### 3D Artist, Technical Artist, UI/UX | Trinity VR-PC-Mobile Cross-platform 3-Player Cooperative Game

Fall 2025 | School course project, team of 6

- Created the 3D asset for the cat protagonist; collaborated with programmers to design animation state decomposition and Animation Blending logic, driving animations with real-time parameters (e.g., jump direction, landing height, movement speed) to achieve stable and seamless transitions
- Developed 3D assets for 8 interactive in-game devices, ensuring robust and responsive behavior across diverse player inputs

### 3D Artist & Technical Artist | Travel-in-X AR Experience

Spring 2025 | School course project, team of 6

An experimental project exploring the interactive possibilities of AR on Meta Quest 3.

- Designed and produced a realistic monster model, creating a series of interactive AR animations through a combination of frame-by-frame and procedural techniques. Iterated based on playtest feedback to better land experience effects.
- Collaborated with programmers to implement special visual effects based on render queue, stencil masking, and camera layering.

### 3D Artist & Technical Artist | Building Virtual Worlds Course Projects

Fall 2024 | School course projects, varying teams of 5

Four games in total created with randomly assigned teams, each within 1 to 2.5 weeks.

- Designed unique game worlds for unconventional controls, including Xbox Adaptive Controller, eye tracker, Quest VR, and Phidgets (accelerometer, touch pad, and rotation detector).
- Designed levels and characters while creating related art assets and visual effects.

## EXPERIENCE

### 3D Character Model Intern | Paper Game

Summer 2025 | Shanghai, China

- Contributed to character outfit and accessory asset production, handling low poly retopology, UV layout, and texture creation aligned with the project's material system. Proficient in Maya, Marmoset Toolbag, Substance Painter, Substance Designer, Photoshop, and SAI.
- Created realistic materials (e.g. denim, velvet, silk, leather, embroidery, plush) and optimized their look in Unreal Engine across varied scenes and lighting to ensure authenticity and distinct visual quality.

### 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.