



YUSHAN YIN

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----- **HIGHLIGHTS OF QUALIFICATIONS** -----

- Good at fast prototyping game/level mechanics.
- Skilled at both Art and Tech side.
- Experienced with mixed reality gaming development.
- Solid experience in PBR pipeline.

----- **EXPERIENCE** -----

Polygon Labs - Technical 3D Artist

2019.8 - Present

- Developed AR/VR set for Live TV.
- Working with data engineers to develop Traffic live data app in UE4 for TV broadcasting.
- Setting up workflow for real time compositing projects. Those have been used for daily weather data showcase and 2020 election broadcasting.
- Lighting, creating materials for an virtual store app.

Freelance - Game Developer

2017.1 - Present

- Developed an AR app in unity with c#.
- Designed different levels for a mobile action game.
- Developed a dynamic difficult survive game.
- Created stylized visual effects and materials for a mobile game.

ANIMEX Animation - UE4 Generalist

2018.9 - 2019.4

- Designed pipeline for an unannounced animation series.
- Developed tools/scripts that streamline processes.
- Managed and educated the UE4 animation team of 10 staffs.

Playright Media - Game Artist

2017.4 - 2017.5

- Created 3D environment for the company's VR game project.
- Optimizing/Poly reducing/Texture/UV layout game assets.
- Provided technical solution to animators with UE4.

----- **EDUCATION** -----

Savannah College of Art and Design

Bachelor of Fine Art, Interactive Design and Game Development **2013.3 – 2016.12**