

YUWEI LIN

Game Designer | UI Artist | Los Angeles

yuweilin.org

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EDUCATION

University of Southern California, Los Angeles, CA Expected May 2023

MFA in Interactive Media and Game Design

University of Richmond, VA, United States May 2020

BA, Visual and Media Arts Practice

PROFESSIONAL EXPERIENCE

Stanza della Segnatura | 3D Artist, game designer March 2021 - present

- Worked with Professors Andreas under National Endowment for the Humanities to design a virtual experience at the Room of Stanza della Segnatura.
- Modeled the room and created texture based on photogrammetry.
- Modeled all the furniture based on historical resources using Maya.
- Designed and implemented user's reading and exploration in Unity.

Riot Games | Game design intern May 2022 – Aug 2022

- Worked on 3 features changes for preseason ARAM.
- Implemented and iterated map changes, plant changes and unrecoverable health system.
- Hosted 30 playtests and initiated survey-based playtest feedback to improve feedback quality.
- Actively participated in design and production meetings and shared open critique based on feedback.

USC Games Editorial | Graphic Designer Feb 2021 – Dec 2021

- Design graphics for USC Games events, including USC Game Expo.

Sony Music Entertainment | Game design intern June 2021–Aug 2021

- Worked on an unannounced multiplayer game in Unreal Engine.
- Researched, designed and prototyped an immersive experience with another summer associate.
- Worked with VFX artists and used the Niagara system to enhance the audio-visual experience.
- Learned blueprints and implemented function with Shaders and Niagara system.

PERSONAL PROJECTS

Delfini – Unity (Team size: 4) [link](#) Sep 2021 – Dec 2021

Role: Game designer, visual artists, programmer

- *Delfini* is a local two-player casual game. Playing as dolphins, you and your friend will bring life back to the ocean. We use Joy-Con as the main controller.
- Designed and iterated 5 versions of maps.
- Developed all concept art, final art for dolphins, coral reefs, coral animations, and many sea creatures.
- Collaborated with 2 students from Berklee College of Music to produce BGM and sound effects.
- Nominated for IndieCade Audio Design Award.

PROFESSIONAL SKILLS

Skills

Game Design, UI Design, Graphic Design, Concept Art, Shader Graphs

Software

Unity3D, Unreal 4, Perforce, Adobe Photoshop, Illustrator, Premier, Autodesk Maya