Chanlin Petersen

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Technical Game Artist & Developer

Specializing in Unity Animation, Level Design, and Gameplay Programming

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Professional Summary

Unity

- **Unity Animation**: Creating fluid character/object animations using Animator, Timeline, and scripting
- **Level Design**: Designing immersive game environments with optimal pacing and gameplay flow
- **Game Programming**: Implementing core mechanics, UI systems, and optimization in C#

Blender & 3D Animation

- Low-poly modeling optimized for real-time rendering
- Rigging and weight painting for Unity-compatible characters
- FBX/GLTF export optimization for Unity projects

Technical Skills

Software
Blender (Modeling, Rigging, Animation)
Unity (Animation, Timeline, Shader Graph)
Substance Painter (Texturing)
Git (Version Control)

Blender & 3D Animation

- Low-poly modeling optimized for real-time rendering
- Rigging and weight painting for Unity-compatible characters
- FBX/GLTF export optimization for Unity projects

Unity Development

- Character animation (humanoid/2D rigging, state machines, blend trees)
- Cinematic sequences using Timeline and Cinemachine
- Shader Graph and particle systems for visual effects

Level Design

- Environment storytelling and prop placement
- Gameplay pacing and difficulty balancing
- Probuilder/Unity Terrain tools

Programming

- C# gameplay programming (AI, combat systems, UI)
- Animation controller scripting
- Editor tools development

Tools
Unity, Blender, Krita, Git, Visual Studio

Projects

Game Title 1 (Tribal Survival 3D) | [2024]

- Designed 3 unique enemy types with different attacks and enemy AI difficulty curves
- Created all character animations using Unity's Mecanim system
- Implemented interactive environment elements via C# scripting

Game Title 2 (RAT: Lost in NYC)

- Worked on day and night cycle and lighting
- Made all building renders

Education

[Bachelor of Games Development] | [SAE Institute] | [Year 3]

- Relevant coursework: Game Physics, 3D Modeling

Additional

- Portfolio: [link to your game demos/YouTube channel]