






Kai-Lin Chuang

3D Technical Artist | Aspiring IT System Admin

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PROFESSIONAL SUMMARY

Creative and technically skilled professional transitioning from a career in 3D animation and game development into IT and cybersecurity. CompTIA A+ certified with strong skills in Linux, Python scripting, Git, and system troubleshooting. Possesses a deep understanding of 3D production pipelines and developed custom tools to optimize workflows, improve efficiency, and support scalable asset integration. Currently focused on IT infrastructure, home lab projects, and security best practices.

CERTIFICATIONS & TECHNICAL SKILLS

Certifications: CompTIA A+ (2025), Google Cybersecurity Certificate (2025)

Operating Systems: Linux (Ubuntu, CentOS 9), Windows 10/11, macOS

IT Tools & Platforms: Git, GitHub, Jira, Synology NAS, VirtualBox, VMware

Programming & Scripting: Python, C++, C#, Bash, MEL, HTML5, CSS

Creative/Technical Tools: Maya, Houdini, Unreal Engine, Unity3D, Adobe Creative Cloud

PROJECTS & HOME LABS

Unreal with KaiLin — YouTube Channel: Created tutorial videos on Unreal Engine topics such as Blueprints, VFX, and animation workflows. Focused on clear, beginner-friendly explanations.

Home NAS Server with Synology DS224+: Configured RAID, user/group permissions, network access, and automated backups for a secure and efficient home NAS solution.

Linux System Administration: Managed users, file permissions, cron jobs, and services on Ubuntu. Gained experience in Bash scripting and log management. Explored multiple Linux distributions including Ubuntu Server, Ubuntu Desktop, and CentOS 9, using Vagrant to provision and manage virtual Linux servers for testing and configuration practice.

GitHub Pages Portfolio: Built and deployed a personal portfolio using HTML/CSS and GitHub Pages. Managed version control using Git CLI.

Scripting & Automation: Developed Bash scripts for directory cleanup, log analysis, and task automation.

WORK EXPERIENCE

All9Fun Inc — 3D Motion Designer | Technical Artist

Taipei, Taiwan • June 2021 – Present

- Automated asset pipeline tasks using Python and MEL in Maya, improving team efficiency.
- Enhanced VFX using Unreal Engine Niagara and After Effects to create visually appealing 3D motion graphics.
- Built systems in Unreal Engine using Blueprints to automate routine tasks.
- Facilitated cross-functional collaboration between artists and developers for high-stakes projects.

Motion M VFX — 3D Animator | Technical Artist

New Taipei, Taiwan • Nov 2019 – May 2021

- Completed AR projects in Unreal Engine under strict deadlines.
- Handled fabric simulation, motion capture cleanup, scripting with MEL and Python, and character rigging.
- Solved complex technical challenges in Unreal Engine by developing creative workarounds for engine limitations in a high-pressure environment.

SoliDesign Inc — CG Animator

Taipei, Taiwan • Dec 2018 – Jul 2019

- Led asset management and created animations for pachinko and mobile game animation projects.
- Coordinated outsourcing, schedules, and project delivery.
- Created internal documentation for project workflows and asset organization to improve team communication and consistency.

NetherRealm Studios — QA Tester

Chicago, USA • Nov 2016 – Jul 2017

- Tracked and regressed bugs using Jira across multiple mobile platforms.
- Worked with developers to verify fixes and regression-test builds.

Education & Technical Training

M.S. Digital Media, Drexel University • Philadelphia, USA (2016)

B.S. Game Art and Production, Drexel University • Philadelphia, USA (2015)

Python Programming Course, NTU CSIE Training Center • Taipei, Taiwan (2020)