Kai-Lin Chuang

IT System Admin | Technical Artist

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PROFESSIONAL SUMMARY

I am a passionate IT professional transitioning from a creative technical background into system administration and cybersecurity. Over the past year, I have earned CompTIA A+, RHCSA, and Google Cybersecurity certifications through self-study, completed a Network Infrastructure course at UCOM Training Center, and built home lab environments to strengthen practical skills in Linux, virtualization, and security. I look forward to using my problem-solving, scripting, and documentation skills from my Technical Artist career to grow and contribute in IT and Cybersecurity field.

CERTIFICATIONS & TECHNICAL SKILLS

Certifications: RHCSA, CompTIA A+, Google Cybersecurity Certificate
Operating Systems: Linux (Ubuntu, CentOS 9, RHEL), 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, Unreal Engine, Unity3D, Cocos Creator, Adobe Creative Cloud

PROJECTS & HOME LABS

Home NAS Server with Synology DS224+:
- Configured the NAS with RAID 1 using dual 4 TB harddrives for data redundancy and reliability.
- Automated backup schedules to protect system files and to ensure data recovery.
- Created and managed user accounts with access controls to strengthen security in a lab environment.

Linux System Administration:
- Managed CentOS 9 and Ubuntu servers using VMware Workstation and Virtualbox.
- Configured users, SSH access, volumes, and disk space to simulate real-world environments.
- Implemented SELinux policies, firewall rules, and Autofs mounts to enhance security and optimize operations.
- Tested Podman container deployments and ensured the services are persistent after reboots.

GitHub Portfolio:
- Built a personal portfolio using HTML/CSS and GitHub Pages to showcase IT and Technical Art projects.
- Managed version control and streamlined project updates using Git CLI.

Unreal Engine Developments:
- Produced educational YouTube content (Unreal with Kai-Lin) to share knowledge, explain technical workflows, and troubleshoot issues for learners exploring Unreal Engine.
- Developed and tested game prototypes and practiced different game development techniques to enhance coding, critical thinking and problem solving skills

PROFESSIONAL EXPERIENCE

All9Fun Inc – 3D Motion Designer | Technical Artist • *Taipei, Taiwan • June 2021 – Present*
- Automated asset pipeline tasks in Maya using Python and MEL, improving production efficiency.
- Designed and enhanced VFX to create visually appealing 3D motion graphics in After Effects, Unreal Engine, Unity3D and Cocos Creator.
- Built blueprint systems in Unreal Engine to automate repetitive tasks and streamline scene setup.
- Collaborated across teams to troubleshoot technical issues, align goals, and deliver assets on time.
- Worked on character rigs and created animations for game assets using Maya and Unreal Engine.
- Created internal technical documentation and training resources, including step-by-step video guides, tutorials and Powerpoint presentations to share and teach new skills to fellow co-workers.

Motion M VFX – 3D Animator | Technical Artist • *New Taipei, Taiwan* • *Nov 2019 – May 2021*
- Completed AR and VR projects in Unreal Engine under strict deadlines and delivered high-quality visuals within tight production cycles.
- Handled fabric simulation, motion capture cleanup, scripting, and character rigging in Maya.
- Resolved complex technical challenges in Unreal Engine by developing creative workarounds under high-pressure conditions.
- Documented tasks, created production documentation and shared technical skills with coworkers to help them improve their skills
- Researched and self-taught Unreal Engine features such as Face AR, Groom, Control Rig, Cloth, and Water systems
- Provided development direction and technical planning for various project cases.

SoliDesign Inc – CG Animator • *Taipei, Taiwan* • *Dec 2018 – Jul 2019*
- Led asset management, created animations and ensured high-quality deliverables for pachinko and mobile game animation projects.
- Coordinated outsourcing resources, project schedules, and delivery timelines to maintain smooth production workflows.
- Created documentation for asset organization and production workflows to improve team communication and ensure consistency.
- Collaborated and communicated professionally with Japanese clients to understand and fulfill production requirements and ensure client satisfaction.

NetherRealm Studios – QA Tester • *Chicago, USA* • *Nov 2016 – Jul 2017*
- Tracked, logged, and regressed bugs across multiple mobile platforms using Jira, ensuring thorough issue documentation and timely reporting.
- Verified bug fixes and performed regression testing to maintain game stability and quality.
- Informed and communicated with programmers about specific details of different bugs and discussed possible root causes.

Zynga Inc. – 3D Animation Intern • *San Francisco, USA* • *Jul 2016 – Oct 2016*
- Developed animations for *Spin It Rich* and *Hit It Rich* using particle systems and the Animator system in Unity3D.
- Adapted quickly to a fast-paced production and collaborated effectively within a large-scale game dev team.
- Strengthened communication and collaboration skills by actively engaging with team members in discussions, incorporating feedback, and seeking guidance to improve production quality.

Philadelphia Media Network – Graphic Design Intern • *Philadelphia, USA* • *Mar 2014 – Sept 2014*
- Assisted six startup companies in the company's incubation program with branding, UI design, and front-end development using HTML and CSS.
- Designed logos, mobile app UI layouts, websites and marketing graphics to support product vision and identity.
- Communicated directly with startup founders to understand their goals and visually translate them into effective branding and web assets.

EDUCATION & TECHNICAL TRAINING

Education
M.S. Digital Media, Drexel University • Philadelphia, USA (2016)
B.S. Game Art and Production, Drexel University • Philadelphia, USA (2015)
Elementary to High School, American International School of Guangzhou • Guangzhou, China (2011)

Technical Training
RHCSA, Self-Study • Passed Sept 2025
CompTIA A+, Self-Study • Passed March 2025
Google Cybersecurity Certificate, Coursera • Completed Jan 2025
Network Infrastructure & Networking Service, UCOM Training Center • Taipei, Taiwan (2025)
Python Programming Course, NTU CSIE Training Center • Taipei, Taiwan (2020)