

# Shin-Yi Huang

Media Designer, Game Artist, Web Dev.

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## EXPERIENCE

### **Titanic Technology Co., Ltd., Taiwan – Jr. Solid works Drafter**

2011-2012/ October 2018 - PRESENT

- Junior Drafter in Solid works
- Conducting shipment data and daily accounting activities
- Analyzing monthly sale orders
- Processing checks and transfers in a timely manner
- Communicating with clients, handling emails and packages

### **Actron Technology Co., Ltd., Taiwan – IT Assistant**

May 2018 - September 2018

- Conducting shipment data and daily accounting activities
- Analyzing monthly expense
- Translating for international meetings

### **Cubee Entertainment Holding Inc., Taiwan – UI/UX Designer**

Summer 2010

- Designing UI/UX interface

### **Ad Achieve., Kyoto, Japan – Jr. Graphic Designer**

Summer 2009

- Designing UI/UX interface

## EDUCATION

### **Academy of Art University, San Francisco, USA – M.F.A courses**

June 2012 - December 2015

Game Design /Completed the required 69 credit hours

### **Tatung University, Taipei, Taiwan – BA**

August 2007 - June 2011

Industrial Design – Media Department

### **Kyoto Institute of Technology, Kyoto, Japan**

April 2009 - March 2010

Design /1 year exchange

## SKILLS/SOFTWARE

HTML/ CSS / Javascript/ C++ Processing;

Unity/ Unreal;

Solid Works/Maya/ 3ds Max/ MudBox/  
Blender;

Photoshop/ Illustrator/ Flash/ In Design/  
After Effects/ Adobe XD /ZBrush/ Marmoset/  
UV Layout;

Realtek Music

## EXHIBITION

**College Science Fiesta –Tokyo, Japan**

Summer 2009

At the National Museum of Nature and  
Science, and the Kyoto Institute of  
Technology.

**Tenugui –Kyoto, Japan**

Autumn 2009

Kyo Traditional Market

## VOLUNTEER

**Data Operation Associate**

– Mackay Memorial Hospital/ Nursing  
Home. Taiwan

## LANGUAGES

Mandarin (mother tongue)

Taiwanese (mother tongue)

English (Fluent)

Japanese (Basic)

German (Learning)

## PROJECTS

## Skills in Proficiency

Media and Game Arts comprise the two major topics that I have been dedicating in studying academically over the course of many years. Working as a product drafter in Industrial manufacturing field briefly between my studies by mainly employ of Solidworks and freelancing as a graphic designer. Recently I have developed interests in computer programming and seeking for the medium to try to combine technology performing in arts and design.

### Game Arts

Focusing on producing video games as an environment concept artist, I am also passionate about game developing as a side interest. The strongest art pieces could be examined from my thesis proposal for the MFA program at the Academy of Art University. In my portfolio has demonstrated over 30 pieces of creations and drawings in both 2D and 3D form. The overall contents including illustrations, digital sculptures, texture works, an ample quantity of environment concepts, three projects published in using game engines and a vertical mini game designed in Flash. Besides my expertise in digital drawing, it is evident that I am capable of optimizing multiple software and learning new ones to advantageous myself in generating ideas for related extents.

### Media Design

This prestigious theme initially introduces my passion into making arts and design as a career. In early stage have published mostly in static graphics while recently I am in transitioning in elaborating forms intricate with human interactions such as UI/UX design, website developing and creations in artistic milieus that could be inspected in my projects. Indulging in integrate programming technology to produce digital arts and designs as a way of delivering media to the audience/user to experiencing in quality of diverse has been the impetuous passion to me. With visual artistic background and number of software optimized, I have been dedicating time and energy in approaching interaction media by use of programming language with HTML, CSS and minor C++ counterpart. The parallel outcome is displayed on a website redesign as well as self-developed video game as personal practices; in addition, considerable enterprises are planned in the future.

### Working Experience

I have been employed in a start-up company as a junior UI/ UX designer in a self-developed media platform. Experienced in volunteering in local hospital managing data tactic during college year, I was dedicating similar task as an IT engineering assistant when serving in Actron Technology in 2018. Additionally, working in the plastic-manufacturing business in Titanic Co. Ltd with excellent results in showing during my employment period. Being able to demonstrate ability of multitasking and working in a fast-paced environment while maintaining harmonious relationships with colleagues and company executive who willingly offer to be available when one's reference is upon requested.

### Project in Developing

Multiple individual development covered in game developing, game art, visual media design and programming learning in Javascript, Processing as well as back-end data maintenance are structured ahead. The prominent project is cooperating with Professor Lian-Wang Lee in his research of Physical Rehabilitation. While me being assigned for creating an algorithm in order to performing output between human interaction and computers, by realizing how limited knowledge behold throughout the area of programming technology and its unpredictable potential, I begin to study descriptive passages in this technical expertise.

### **MFA Thesis – Game Arts**

A presentation for MFA Degree in Concept Art in Environment

for video games.

### **Texture Sheets – Game Arts**

Demonstration for hand-painted texture applied on 3D models

for video games

### **Level Design – Game Arts**

Demonstration for level design ability developed in game engine

### **Mini Game – Game Arts**

A vertical self-developed video game in vector style

### **Prop Design/Illustrations – Game Arts**

Demonstration for hand drawing creativity

### **Website Redesign/Developing – Media Design**

Demonstration for aesthetic capability, problem solving process

### **UI/UX on Mobile/Console – Media Design**

A demonstration for aesthetic capability, problem solving process

## **PROJECTS ( In Developing)**

### **Physical Rehabilitation – Algorithm**

A cooperative project crossover medical, mechanical and media field

### **Website Developing – Coding in HTML & CSS**

## **Reference**

Titanic Technology Co.,Ltd.,

**Chin-Kwang, Huang** – Project Manager

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