

Shin-Yi Huang

Media Designer, Game Artist, Web Dev.

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EXPERIENCE

Titanic Technology Co., Ltd., Taiwan__ **Jr. SOLIDWORKS Drafter**

2011_2012/ October 2018_PRESENT

- Junior Drafter in SOLIDWORKS
- Tracking shipment data and reporting to manager
- 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 expenses
- 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

WEBSITE

<https://shin-huang.github.io/HuangWeb/>

SKILLS/SOFTWARE

HTML/ CSS / Javascript/ C++/ Processing;
Unity/ Unreal;

SOLIDWORKS/ 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

At the 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)

Proficient Skills

Media and Game Arts are the two major topics to which I have dedicated my academic studies for many years. I worked for SOLIDWORKS as a product drafter, in the industrial manufacturing field briefly between my studies and also freelanced as a graphic designer. Recently, I have developed an interests in computer programming and have been researching various media that can combine technology, arts and design.

Game Arts

I am also passionate about game development as a side interest, with a focus on producing video games as an environment concept artist. My thesis proposal for the MFA program at the Academy of Art University is the strongest demonstration of my ability. Additionally, my portfolio contains over 30 creations and drawings in both 2D and 3D forms. These works include illustrations, digital sculptures, texture works, an ample quantity of environment concepts, three projects that use game engines, and a vertical mini game designed in Flash. In addition to my expertise in digital drawing, I am capable of working with multiple software programs and learning new ones as necessary to leverage the tools necessary to bring my ideas to life.

Media Design

In the early stage of my work in media design, I mostly worked in static graphics, but recently, I have begun to transition into producing more elaborate forms with intricate human interactions. I do UI/UX design, website development, and creations in artistic milieus, all of which I have demonstrated in various projects. Being able to use programming technology to produce digital arts and designs to deliver quality media to the audience/user has been a strong motivator for me. With a background as a visual artist and with competency in a number of software programs, I have been dedicating my time and energy to interactive media by using various programming and markup languages, including C++, HTML, and CSS. I have completed a website redesign and independently developed a video, and I have plans for other similar activities in the future.

Work Experience

I have been employed in a start-up company as a junior UI/-UX designer for a self-developed media platform. I volunteered at a local hospital managing data during college, I performed similar work as an IT engineering assistant at Actron Technology in 2018. Additionally, I worked in the plastic-manufacturing business at Titanic Co. Ltd., achieving excellent results during my employment period. I have demonstrated the abilities to multitask and work in a fast-paced environment while maintaining harmonious relationships with colleagues and company executives; such individuals are available as references upon request.

Projects in Development

I am working on developing games, game art, and visual media design and learning to program in Javascript as well as Git, I am also working to learn back-end data maintenance. Meanwhile, I am engaged in a major project with Professor Lian-Wang Lee concerning his research in Physical Rehabilitation. I was motivated to study back-end topics when I was assigned to create an algorithm to manage human interaction with computers. The assignment forced me to realize just how limited my knowledge was and how unpredictable the demands of users can be.

PROJECTS

MFA Thesis – Game Arts

A presentation for MFA Degree in Concept Art in Environments for video games

Texture Sheets – Game Arts

Demonstration of hand-painted texture applied on 3D models for video games

Level Design – Game Arts

Demonstration of 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 of hand drawing creativity

Website Redesign/Developing – Media Design

Demonstration of aesthetic capability, problem solving process

UI/UX on Mobile/Console – Media Design

A demonstration of aesthetic capability, problem solving process

PROJECTS (In Development)

Physical Rehabilitation – Algorithm

A cooperative project that encompasses the medical, mechanical, and media fields

Website Development – Coding in HTML & CSS

REFERENCE

Titanic Technology Co., Ltd.;

Chin-Kwang, Huang – Project Manager

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Department of Mechanical Engineering

National Chung-Hsing University

Lian-Wang, Lee – Assistant Professor

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