

Xiaoxuan Han

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Game / Multimedia Artist

Proficient in 2D & 3D design, interactive art, and digital media. Passionate about turning magical ideas into compelling visuals.

EDUCATION

School of the Art Institute of Chicago

Bachelor of Fine Arts in Studio

Sep 2021 - May 2025, Chicago IL

Relevant Coursework: UI/UX Web Design, Computer Vision, Art Games, Experimental 3D

EXPERIENCE

2D Game Artist

April 2025 - Present

Curaxuan LLC | Remote

- Created various 2D assets (characters, environments, props, UI, and VFX elements) and implemented them into Unity
- Collaborated closely with programmers and designers to support gameplay needs, and participated in the playtesting and iteration processes.

2D Artist

2022 - 2024

叫我GQ吧 | Freelance

- Collaborated on multiple NetEase Minecraft MOD development projects, responsible for original 2D pixel art
- Designed and delivered art assets for gameplay, including: Gene Farm (item & UI), Superpower Helmet (appearance & vfx)

Design & Production Intern

Sep 2024 - Dec 2024

Narrow Bridge Arts Club | Chicago IL

- Managed laser cutting and drawing robot stations; maintained workflow documentation
- Designed & produced 20+ space signs & visual materials
- Led workshops and guided artists through fabrication processes

Studio Monitor

Oct 2022 - May 2024

280 Digital Fabrication Studio | Chicago IL

- Supervised laser cutters & 3D printers operations
- Assisted students with file setups & checkouts

SKILLS

Design: **Adobe Creative Suite**, Aseprite, Figma, AutoCAD

Game: **Unity** (Tilemap, Timeline, UGUI, Particle System, Shader Graph), **Unreal** (Blueprint, Timeline, Material Editor)

3D: **Maya**, **Blender**, 3d printing

Web: **html**, **css**, **P5.js**, **Github**

Video: **Premiere Pro**, **After Effects**

EXHIBITIONS & PROJECTS

BFA Exhibition, SAIC, April 2025

- Designed promotional materials for "Prevailing Winds" and supported installation setup

Computer Vision, SAIC, May 2024

- Interactive installation "Virtual Toilet" using p5.js and PoseNet

ArtBASH Blackbox, SAIC, April 2022

- Interactive web game "Last 3 Days"

Polyplay 2022, SAIC, April 2022

- Card Game prototype "My Happy Healthy Chicago Life"

AWARDS

Merit Scholarship

Ox-Bow School of Art, 2023, 2024

Honorable Mention (Team)

NetEase Minecraft Dev Camp, Aug 2021
"Grow Strange Life" (all 2D art)

Distinguished Scholar Scholarship

SAIC, Mar 2021

Ontario Scholar, Honor Society,

Art&Design Specialist High Skills Major

IRHS, June 2021