


# Xiaoxu Yan

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## EDUCATION

June 2018  
Full Sail University, FL  
*Master of Science in Game Design*

June 2016  
Full Sail University, FL  
*Bachelor of Science in Game Art*

## RELEVANT SKILLS

Autodesk Maya

Autodesk Max

Adobe Photoshop

Zbrush

Blender

Substance Painter

Microsoft Office

Microsoft Excel

Unreal Engine 4

Unity

Experienced 3D artist with over 4+ years of experience in game industry. Passionate about developing 3D characters and props with a story behind them. Proficient in Maya, Zbrush, Substance Painter, Photoshop, and focused on completing projects with accuracy and artistic skill..

## PROFESSIONAL EXPERIENCE

04/2022 – Present

Senior Producer

*Game Vision Corp*

- Working with Director and Art Lead to set up project workflow guidelines and requirements
- Managing the team of producers and artists who work on each project, providing guidance and feedback
- Review 3D models, animations, or 2D concept arts to ensure the quality meets the production standards
- Conduct meetings with team members to discuss production progress and to ensure production objectives are attained

05/2018 – 04/2022

Game Producer

*Game Vision Corp*

- Working with Director and Art Lead to set up project workflow guidelines and requirements
- Review 3D models, animations, or 2D concept arts to ensure the quality meets the production standards
- Conduct meetings with team members to discuss production progress and to ensure production objectives are attained

10/2017 – 04/2018

Motion Graphic Artist Intern

*Cru*

- Create motion graphic, drawings, and illustrations with Photoshop and After Effects

07/2017 – 09/2017

3D Artist Intern

*Doghead Simulations*

- Working with Art Lead to create assets, receive feedback, and iterate on work
- Create in-game 3D assets within technical constraint
- Verify the quality of the assets once imported into the Unity, and make improvements when necessary

10/2015 – 08/2017

3D Artist

*Backlot Realities*

- Create 3D models to be used in Virtual Reality experience-based games and simulations
- Create rigging set up and animation sequences following the art style and technical constraints

02/2015 – 04/2016

Character Artist

*Free Dominion Studios*

- Working with Art Management, Concept Artists, and Designers to establish workflow guidelines and requirements
- Create high-quality 3D character models for a MOBA style game using Maya, Zbrush, and Substance
- Work with team to define and meet key milestones as well as create task lists and work estimates

04/2015 – 10/2016

3D Artist

*Skill Check Games*

- Assisted in development of Utherous, an open-world MMORPG
- Created game ready meshes from ZBrush sculpts using Maya and Daz 3D
- Verify and modify armor models to avoid mesh penetrations for different body types

07/2012 – 01/2014

Character Artist

*Pixel Warriors Inc*

- Working with the art Lead to create 3D character models, receive feedback, and iterate on work
- Create game-ready meshes from high poly models

07/2011 – 09/2011

3D Artist Intern

*Magnetic Dreams Animation Studio*

- Maintain a high level of quality while working within design constraints and deadlines
- Create 2D assets, following the art style and technical constraints
- Working with the art director to create 3D character assets, receive feedback, and iterate on work