

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

Bachelor of Fine Arts in Studio School of the Art Institute of Chicago

Sep 2021 - May 2025, Chicago IL

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

SKILLS

Design: **Adobe Creative Suite, Aseprite, Figma, AutoCAD**
Game: **Unity, Unreal**
3D: **Maya, Blender, 3d printing**
Web: **html, css, P5.js, Github**
Video: **Premiere Pro, After Effects**

EXPERIENCE

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, and participated in the playtesting and iteration processes

Design & Production Intern Sep 2024 - Dec 2024

Narrow Bridge Arts Club | Chicago IL

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

Teaching Assistant Oct 2024- Dec 2024

SAIC Continuing Studies | Chicago IL

Course: Brand Identity System

- Supported students' Graphic Design projects with individualized feedback & guidance

Studio Monitor Oct 2022 - May 2024

280 Digital Fabrication Studio | Chicago IL

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

Pixel 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

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