

# Xiaoxuan Han

hxx031222@gmail.com  
(289) 300-2212  
<https://www.h-xx.website/>

## 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

## 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

## 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**

## 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