

Xiaoxuan Han

📅 2003/12
☎️ +1 2893002212

✉️ hxx031222@gmail.com
🌐 h-xx.website

EDUCATION

School of the Art Institute of Chicago Art & Technology · BFA 2021/08 - 2025/05
Relevant Coursework: Art Games, Experimental 3D, Computer Vision, UI/UX Web Design, New Media Art, Illustration Tech Lab

WORK EXPERIENCE

Curaxuan LLC Level Artist 2025/04 - 至今

- Composited game level environments in Unity, integrating environment assets, UI, animation, and VFX
- Collaborated with designers to improve tutorial flow and level guidance, enhancing visual clarity and player navigation
- Participated in playtesting and the iteration process, improving the visual and play experience

Narrow Bridge Arts Club Design & Production 实习 2024/09 - 2024/12

- Designed a visual system for the environment, leveraging laser-cutters in fabricating 20+ space signs & visual materials
- Managed laser cutting and drawing robot stations; maintained workflow documentations
- Facilitated workshops, guiding participants on equipment operation protocols and safety regulations

280 Digital Fabrication Studio Studio Monitor 2022/10 - 2024/05

- Monitored the operation and maintenance of laser cutting machines and 3D printers
- Provided technical support for file preparation, equipment operation, and registration.
- Conduct technical demonstrations of 3D printing and laser cutting processes, leveraging proficiency in Adobe Illustrator, JobControl, 3D modeling, and slicing software.

SKILLS

Design: **Photoshop, Illustrator** (Digital Imaging, Vector Illustration), **Aseprite** (Spritesheet Animation)
Game: **Unity** (Scene Building, Tilemap, Timeline Animation, UI Canva, Shader Graph, Particle Systems), **Unreal Engine** (Level Map, Blueprint, Material Editor, Sequencer), **Spine** (2D Skeleton Animation)
3D: **Maya, Blender** (Low/High Poly Modeling, UV Unwrapping, Texture), **3D Printing** (Slicing, Support Structure Optimization)
Web: **HTML, CSS, P5.js**(Responsive Design, Interactive Code), **GitHub** (Git Version Control, Collaboratin)
Video: **After Effects** (Motion Graphics, VFX, Particle Systems), **Premiere Pro** (Editing, Color Grading)

PROJECTS

Go Groundshel! Level Artist 2023/01 - 2023/06

2D Puzzle/Adventure RPG; Demo released on Steam

Created and integrated diverse art assets; reconstructed and built 7 primary game scenes; designed and implemented manual and maps; optimized UI for enhanced user experience.

Interactive Installation "Virtual Toilet" Personal Project 2023/01 - 2023/06

Exhibition: Computer Vision, SAIC, 2024.5

Interactive installation built using computer vision (PoseNet) and p5.js

3D Animation "Light Ocean" Personal Project 2023/01 - 2023/06

Exhibition: Prevailing Winds, SAIC, 2025.5

Built environments and lighting in Unreal Engine, focusing on scene composition and spatial storytelling; Enhanced visual quality through materials and post-processing; Created animation with motion capture techniques

SUMMARY

Proficient across many industry-standard design software and game engines, integrating a solid artistic foundation with a technical mindset. Possessing practical experience in the gaming and arts industry. Able to quickly master new skills and emerging technologies. Capable of working alone or in a team, has great collaboration and communication skills.