Weilin Yuan
Technical UI/UX Designer

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Design

- **3+ years' experience researching and designing UI** for one commercial game, one indie game, three CMU client projects, four game jam games.
- Researched and developed games for players **with low-vision, upper body disabilities, documented game UI accessibility**.
- **Rapidly prototyped** UI/UX designs; creating sketches, wireframes, and AI-generated content; conducting user interviews and usability tests; analyzing data and visualizing results for clients.
- Developed user personas, user flows, journey maps, and usage scenarios to capture insights for cross-functional team collaboration.
- Received and integrated client/advisor feedback for UI/UX, iterated designs.

Technical Proficiency

- **3+ years experience using Figma and Protopie** to develop UI/UX flows and prototypes.
- **Implemented** polished UI designs in **Unity** using **C#, UGUI and animation** and in **Unreal Engine 5** using **widgets BP and UMG**.
- Knowledge of animation principles and **motion design**, **experience in animating UI** in Unity and Unreal Engine 5.
- Knowledge of **2D and 3D visual effects**, **experience in creating UI VFX** in Unity, Unreal Engine 5.
- Familiar with Perforce, Git and Agile methodology to organize projects.
- Researched game accessibility best practices, attended online conferences.

Communication and Collaboration

- Directed and united **diverse teams** to prototype and develop five games within 14 weeks across multiple hardware setups.
- Wrote **detailed technical documents** for developers and clients.
- Collaborated **remotely and in-person** with international and cross-functional teams ranging from 4-20 people to work on game development.
- Presented and pitched to industry professionals on an ongoing basis.

Highlighted Projects

Electronic Arts | UX Researcher, Designer & Producer | Games for All
Aug 2022 - Dec 2022
Led UX research focused on players with upper body disabilities, conducting interviews and usability tests to inform UI design decisions. Documented game UX accessibility, advocated for accessible UX under the guidance of Electronic Arts Positive Play Group. Fast prototype accessible UI design in Unity.

Awards

First Penguin Award at CMU ETC Festival, 2021
Best Game Design Award by Seasun Games Inc., 2019
Third Prize in Tencent Sci-Fi Writing Contest, 2019

Education

Entertainment Technology Center, Carnegie Mellon University
Master of Entertainment Technology
(Aug 2021 - May 2023)

Work Experience

Alterea Inc.
UI Designer, UI Developer
Sept 2023 - Present
- Developed wireframes and UI flows aligned with game design documents to enhance navigation and accessibility.
- Optimized 100+ existing UI elements, significantly improving performance and player engagement.
- Iteratively refined designs incorporating feedback from game designers and stakeholders to ensure alignment with strategic vision.
- Created high-fidelity, game-ready UI assets using Figma and Photoshop; Collaborated with developers to implement designs in Unity and meet performance targets.

Seasun Games Inc.
UI/UX Design Intern
July 2019 - Aug 2019
- Designed wireframes and menus; created 2D UI visual effects.
- Collaborated with development teams to implement UI.

Georgia Institute of Technology
Lab Research Intern
Aug 2018 - Oct 2018
- Designed and conducted experiments and analyzed data under the mentorship of a published "Science" journal writer.

Skills

Technology
UE5 Blueprints | UMG | Unity UGUI
C# | Python | Visual Scripting

Design & Prototyping
Adobe Suite: Photoshop | Illustrator After Effects | Substance Designer
Figma | Protopie | Sketch | Blender

Productivity
Git | Perforce | Google Suite
Microsoft Office | Trello
Slack | Wrike | Jira | Miro