

Weilin Yuan

Game UI/UX Designer

Portfolio www.weilinyuan.net

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Design

- **2+ years' experience researching and designing UI** for two CMU client projects, four game jam games on teams of 2-7 people; game and content design for six games.
- Researched and developed games for players **with low-vision, upper body disabilities, documented game UX 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

- **2+ years experience using Figma** to develop UI/UX flows and prototypes.
- **Implemented UI elements in Unity** using C# and in **Unreal Engine 5** using **widgets and Blueprints**.
- Knowledge of animation principles, **experience in animating UI** 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

- Organized **diverse teams** to rapidly prototype and created 5 games within 14 weeks using multiple hardware.
- Wrote **detailed design documents** for developers and clients.
- Collaborated **remotely and in-person** with international and cross-functional teams ranging from 4-7 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

Researched players with upper body disabilities, conducted interviews and usability tests, documented game UX accessibility, advocated for accessible UX with the guidance of Electronic Arts Positive Play Group. Implemented UI in Unity.

Solo Developer | Hover in the Darkness | Mobile Game

Feb 2020 - Apr 2020

Experimental game exploring accessibility for non-sighted players. Conducted background research and interviews, executed tests with players and analyzed the data, created high-fidelity interface using Figma, coded project in Unity.

Awards

First Penguin Award at CMU ETC Festival, 2021

Best Game Design Award by Season Games Inc., 2019

Third Prize in Tencent Sci-Fi Contest, 2019

Education

Entertainment Technology Center, Carnegie Mellon University

Master of Entertainment Technology
(Aug 2021 - May 2023)

Tsinghua University

Bachelor of Engineering, Environmental Engineering
(Aug 2015 - June 2020)

Work Experience

Season Games Inc.

UI/UX Designer Intern

July 2019 - Aug 2019

UI/UX designer plus additional work as 2D VFX artist and UI programmer. Designed wireframe and menu, created 2D VFX in UI and fighting. "Best Game Design" award in the company.

Georgia Institute of Technology

Lab Research Intern

Aug 2018 - Oct 2018

Conducted experiments, analyzed data using R and wrote detailed reports.

Skills

Technology

Unreal Engine 4/5 | Unity

Blueprints | C# | Python

Design & Prototyping

Adobe Suite: Illustrator | Photoshop

InDesign | After Effects | XD

Substance Designer

Figma | Sketch

Productivity

Git | Perforce | Google Suite

Microsoft Office | Trello | Slack

Wrike | Miro

