

# Weilin Yuan

## Technical UI/UX Designer

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### Design

- **4+ years' experience researching and designing UI** for two commercial games, 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

- **4+ years experience using Figma and Protopie** to develop UI/UX flows and prototypes.
- Design and **develop scalable UI architecture** systems in engine.
- **Implemented** polished and **performant** UI designs in **Unity** using **C#**, **UGUI** and **Unreal Engine 5** using **Blueprints** and **sequencer**.
- 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.

### 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 4-100 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

#### Bad Robot Games

*Technical UX/UI Designer*

June 2024 - Present

- Developed UI architecture with engineers,, implemented pixel perfect and performant UI in UE5.

- Created UI animation and VFX using UI materials and particle systems.

#### Altarea Inc.

*UI Designer, UI Developer*

Sept 2023 - May 2024

- 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.

### 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