

XIAO JING

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🌐 Portfolio: <https://ayemsroom.wixsite.com/ayemsroom001>

📌 SUMMARY

Deeply interested in graphics programming and real-time rendering. I focus for long hours with high output, often completing tasks early to allow time for polish and unexpected issues. Self-taught across most of my technical art skills, I specialize in Unity (HDRP) and real-time visual systems, and am currently expanding Unreal Engine expertise to support advanced pipeline tasks.

🏆 AWARD

2nd PLACE – UCIrvine 5th ANNUAL ICS PROJECT EXPO

5/29/2025

Role - Technical Artist & Lead Artist on "Rusted Shift"

🎮 PROJECTS EXPERIENCE

UNITY | Rusted Shift | 2D/3D Perspective-Shifting Soulslike

10/2024 - 5/2025

- ★ Sole TA on project; engineered a world-switch system using HDRP Volume overrides; enabled seamless 3D-to-2D transitions with no material swaps, achieving stable 60+ FPS across scenes.
- ★ Authored a vertex wind shader with anchor masking, applied to 80+ assets including foliage, vines, and flags.
- ★ Created a modular electricity VFX system with GPU particles and Shader Graph, sustaining 150+ dynamic instances.
- ★ Optimized rendering by reducing shadow/volumetric resolution, cleaning colliders, and implementing camera-based occlusion culling, improving HDRP performance from ~50 FPS to 80–90 FPS.

UNITY | Resonance | 2D Action Game

4/2025 - 5/2025

- ★ Created a SpatialSlash inspired by Devil May Cry 5, combining Shader Graph, VFX Graph, and HDRP distortion to simulate dynamic dimensional rupture with lens warping and chromatic aberration.
- ★ Built a TimeInflation using CustomPass Volume and Render Layer Filtering to isolate and re-render the player in color while desaturating the world and slowing time to 0.2x, clearly emphasizing gameplay states.
- ★ Designed and implemented 16 combat VFX as a solo VFX artist using HDRP Shader Graph.

UNREAL | Sakura and Blade | 3D Single-Player Combat Game

10/2024 - 11/2024

- ★ Accomplished building 9 player combat scenes using existing assets, which met the producer's high-tech environment requirements.
- ★ Achieved a cohesive and atmospheric tone using advanced lighting and post-processing, while boosting FPS from 50 to 80–90 through lightmap, collision, and occlusion culling optimizations in Unreal.

UNITY | Resurgence of Horrors | 3D Stylized Puzzle Horror Game

09/2023 - 03/2024

- ★ As the sole TA, created 122 modular assets and rigged 10 corpse variations using the Avatar System.
- ★ Boosted performance from 30 to 65 FPS by refining light rendering, rigid bodies, and optimizing draw calls.

🔧 SKILLS

Unreal 5 Unity Houdini Blender Maya Substance Painter/Designer 3Ds Max Git Adobe PS/PR/AE
Node-Based Shader C++ HLSL C# Python JS English Chinese Mandarin

🎓 EDUCATION

The University of California, Irvine

Irvine, CA

B.S. in Game Design Interactive Media

10/2020 - 12/2025

Achieved Dean's Honor List - GPA: 3.7