Yung-Cheng "Jack" Yang

Technical Artist   (385) 212-8294
yang97xs@yahoo.com   classicalarmoury.weebly.com

Languages
Mandarin Chinese – Fluent
English – Fluent

Skills
Game testing/balancing, graphic designs, UV unwrapping, texturing, 3D modelling, skinning, animation, art concept design, rapid prototyping, sound editing, video editing

Software
Languages: Python, MEL
Software: Autodesk 3ds Max Maya, Adobe Photoshop, Illustrator, InDesign, After Effects, Audacity, Inkscape, Unity 5, UNREAL 4

Game Development Experiences

MAUI (Unity 5) – Released on Steam with over 50K downloads   February 2015 – May 2016
Artist/UI Designer
– Concept art design
– 3D modelling, skinning, UV unwrapping, texturing
– UI, level and puzzle design
– Historical, cultural, and biological research

Medieval II: Total War – Kingdoms   January 2009 – Ongoing
Modder/System Designer
– Balancing, testing, and overhaul factions and recruitment system
– Asset pipeline including texturing, unwrapping, 3D modelling, skinning, animation modification
– Event scripting
– Historical research

Work Experiences

Chinese Interpreter   September 2016 – October 2016
The Office for Global Engagement, The University of Utah

Graphics Designer/IT/ Translator   September 2016 – October 2016
Bkp Dental, Salt Lake City, Utah

Teaching Assistant for Computer Science   August 2015 – May 2016
Entertainment Arts and Engineering, The University of Utah

Game Developer at the Master Game Studio   August 2014 – May 2016
Entertainment Arts and Engineering Master Game Studio, The University of Utah

Education

The University of Utah, Salt Lake City, Utah   May 2016
MEAE Masters in Technical Arts

The University of Utah, Salt Lake City, Utah   December 2013
Bachelor of Science in Biology/Minor in Arts and Technology