

Yumeng Xia

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Education

Carnegie Mellon University 09/2023 - 05/2025
Master of Entertainment Technology

Parsons School of Design | The New School 09/2019 - 05/2023
BFA in Fashion Design

Skills & Interests

Skills : Maya, zBrush, Blender, CLO 3D, Keyshot, Unreal, Unity, C#, Photoshop, Illustration, Procreate, Premiere
Interests: Indie Games, Digital Fashion, Films, Experimental Music, Guitar
Languages: English, Chinese

Projects

Building Virtual World, 4 rounds of 2 week projects (Unity, AR, VR, eye tracker) 09/2023-12/2023
2D/3D Artist, Producer

- Formulate art style, developed 2d art assets by Procreate, customize 3D models by using Maya
- Established timeline, allocated tasks, facilitate brainstorming sessions, coordinate communication within the team.

Across the Mirage, fashion accessories + video game (Unreal) 02/2023 - 05/2023
Fashion Designer/Game Designer/3D Artist/Programmer

- Illustrated, modeled, and 3D-printed the earrings for the built-in virtual shop
- Forged the game mechanics, visuals and UI where the player embarks on a quest to the accessory in a fantasy chess world and be able to try on the accessory virtually in a virtual shop in the end of the game
- Used zBrush and Blender to model the characters and accessories; rigged and animated character model; Created two customized MetaHuman
- Programmed the whole game, including the mechanics of collecting gem and virtual shop

Regina's Chess Puzzle, video game (Unity) 10/2022
Game Designer/Puzzle Designer/2D Artist

- Crafted a set of elegant move sets for each piece in a single player puzzle game based on the traditional game of chess but with a unique board; extra mechanics that add to the difficulty; a progressive level system and integrated tutorial
- Created 2D illustrations for both environment and character art, cover art, in-game UI/UX by Procreate

Fashion Student Simulator, game proposal 08/2022
Game Designer/2D Artist

- Wrote the full design document of the core gameplay to portray the life of a fashion design student
- Shaped a unique NPC network system that's responsive to player's action
- Tailored all in-game visuals and key art including UI elements and character designs by using illustration and Procreate

Work Experience

Xdended Identity, Digital Fashion and Gaming Project 06/2023-09/2023
2D Artist, UI/UX designer, Game Designer, Vice Producer

- Craved all the 2D art assets and UI/UX interface for a coming Roblox game
- Completed market research and designed all the game play

Aww & Xtended Identity, Digital Fashion Experience AR Showcasing 06/2022
Design Assistant & Exhibition Interpreter

- Guided guests through the AR equipment and answered questions
- Recorded audience feedback to reflect and hold lessons

OVAL Limited 01/2021 - 08/2021
General Manager, Visual Department

- Responsible for the overall visual identity of the company
- Designed the company logo, created pitch slides as graphic designer by using illustration
- Drew all the public cover illustrations, and created the backdrop of teachers' online classes using Procreate

Wuhan Qingxing Clothing Co.,Ltd 02/2022 - 05/2022
Photographer, Model, Social Media Manager

- Acted as photographer and model for promotional videos and photos of new products, including clothing and fashion accessories
- Managed the official social media account for the brand, writing, shooting and publishing promotional images, videos and copy for the new products