YEN CHUN LIN

Technical Artist | Unity Developer

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PROFILE

Technical Artist with over 10 years of experience in bridging the gap between artistic vision and engine performance. Specialized in render pipeline optimization, custom shader development, and automated workflows using Unity and C#. Proven track record of shipping optimized visual assets for international exhibitions (UK Games Expo, SPIEL Essen). Combines a strong aesthetic foundation with technical problem-solving skills to build scalable art pipelines and efficient UI architectures.

- Visa Status: Current UK Resident (Skilled Worker Visa). Eligible for sponsorship transfer.

TECHNICAL SKILLS

- **Technical Art:** Unity (Shader Graph Concepts), Material Instancing, UI Atlas Generation, Asset Integration, Pipeline Tools (Python).
- **Engines & Code:** Unity (C#, Editor Scripting), Unreal Engine (Blueprints basics), Python (Basic Automation), Version Control (Git).
- **UI & 2D Art:** Figma (UI Flows), Adobe Creative Suite (Photoshop, Illustrator), Clip Studio Paint, Unity UI (UGUI).
- **3D Concepts:** UV Mapping, Topology, Technical Drawing (Industrial Design bg).

PROFESSIONAL EXPERIENCE

Independent Technical Artist & Developer   *Remote / Taiwan Feb 2021 – Feb 2024*

- Asset Workflow Automation: Established organized project structures and utilized Python scripting for batch asset renaming and data organization to ensure production efficiency.
- Stylized Visual Implementation: Translated artistic concepts into functional material networks using Unity Shader Graph, establishing a cohesive visual identity for the original IP.
- Interactive Prototyping: Built digital companion apps using Unity and C#, implementing responsive UGUI systems and game logic to validate design mechanics.
- Cross-Media Asset Delivery: Managed the technical specifications for print and digital assets (UK Games Expo / SPIEL Essen), ensuring correct resolution and format standards across physical and digital mediums.

Digital Marketing Executive | *QC Law Ltd.,*   *UK Feb 2024 – Present*

- Role Overview: Maintained UK professional status while focusing on advanced Technical Art upskilling (Shader Graph, VFX Graph) and independent development.
- Technical Asset Support: Optimized web graphics and digital content pipelines to ensure fast load times and cross-platform compatibility.

Founder & Lead Technical Designer   *Flydesign Studio, Remote Sep 2009 – Aug 2019*

- Technical UI Implementation: Directed 30+ interactive projects, responsible for translating high-fidelity designs into functional front-end code (HTML/CSS/JS) and interactive prototypes.
- Workflow Optimization: Standardized design-to-dev handoff processes for remote teams, reducing implementation errors and revision cycles by 20%.
- System Architecture: Designed scalable design systems and asset libraries for gamified microsites, ensuring visual consistency across varying screen resolutions.

EDUCATION

MA Games Design | *University of the Arts London (LCC) | 2019 – 2021*
- Graduated with Merit. Focus on technical prototyping and system mechanics.

BSc Industrial Design | *Tatung University, Taiwan | 2004 – 2008*
- Focus on manufacturing logic and technical drawing.

AWARDS & ENGAGEMENTS

- Certifications: Technical Artist & 2D Game Artist (ELVTR, 2025) – Completed with Distinction.
- Guest Speaker: Tainan University of Technology (2022) – Topic: Game Development Pipelines and Creative Careers.