

YEN CHUN LIN

Technical Artist | UI Technical Artist | Technical Designer

London, UK · +44 7743 013 477 · arklantis@hotmail.com · www.yen-art.com · ual-yen.itch.io · linkedin.com/in/ual-yen

PROFILE

London-based Technical Artist and Technical Designer with experience in 2D/UI production, Unity prototyping, asset preparation, print-to-digital workflows, and practical pipeline tools. Work spans UI assets, production file organisation, prototype implementation, and translating gameplay rules into clear technical requirements. Built the creator-side Board Game Arena adaptation of Hegemony of FAITH, now in private-alpha testing. MA Games Design graduate from University of the Arts London; completed the ELVTR Technical Artist programme with Distinction.

CORE SKILLS

Technical Art

UI assets, sprite sheets, card layouts, 9-slice assets, naming conventions, production file organisation

Pipeline & Tools

Python automation, PyQt tools, batch renaming, print-to-digital preparation, Git, Perforce; implementation review, test cases, bug reports, and edge-case analysis; AI-assisted tools for documentation and prototype review

Engine & Implementation

Unity, C#, UGUI, Shader Graph basics; UE5 materials & Blueprints basics; comfortable reading and adapting code in project contexts

UI & Production

Figma, interface flows, responsive layouts, CMYK print setup, bleed/resolution standards, card component production, rulebook graphics

SELECTED PROJECTS

Hegemony of FAITH — 2D/UI Production & BGA Adaptation

- Owned the full visual production pipeline for a self-published card game: visual identity, card layout, rulebook graphics, component assets, sale materials, and convention demo materials.
- Prepared production files for Chinese and English editions, covering card layouts, iconography, print specs, and digital presentation assets.
- Built and continue to test the creator-side BGA adaptation in private alpha, defining UI interaction flows, player action states, rule logic, and edge cases; review bug reports and refine the implementation with invited players.

Batch Renamer — Python / PyQt5 Tool

- Built a standalone batch renaming tool for production file management: custom naming rules, live preview, drag-and-drop input, and Windows packaging via PyInstaller.

Slime Shader — Unreal Engine 5 Material Study

- Created a real-time slime material in UE5 Material Editor with glow, surface distortion, translucency, and exposed parameters for runtime adjustment.

Unity Game Prototypes — C# / UGUI

- Built small Unity prototypes and companion tools in C# with UGUI to test game logic, interface flows, player actions, and interaction concepts.

EXPERIENCE

Independent Technical Artist & Game Designer | Self-employed | London, UK

Feb 2021 – Present

- Created and maintained 2D/UI production assets for original tabletop and digital projects: card layouts, rulebook visuals, icon systems, presentation assets, and prototype interfaces.

- Translate game design requirements into implementation-ready logic, UI flows, player action states, and testing scenarios for Unity prototypes and BGA private-alpha development.
- Built Python-based automation tools and maintained structured file organisation to reduce manual production work across solo development pipelines.
- Prepared assets for both physical and digital delivery, maintaining visual consistency across print files, online materials, documentation, and prototype interfaces.

Digital Marketing Executive | QC Law Ltd. | London, UK

Feb 2024 – Present

Founder & Lead Designer | Flydesign Studio | Taiwan / Remote

Sep 2009 – Aug 2019

- Led visual design and front-end delivery for 30+ client projects: responsive layouts, interface assets, brand systems, and production-ready web materials.
- Managed client presentation, design specification, developer handoff, and visual QA for commercial, cultural, and public-facing digital projects.
- Contributed UI and digital asset work for Taiwan Ministry of Culture projects, applying consistent visual standards and accessible user-facing design.

EDUCATION

MA Games Design — Merit

2019 – 2021

University of the Arts London, London College of Communication

BSc Industrial Design

2004 – 2008

Tatung University, Taiwan

AWARDS & CERTIFICATIONS

Technical Artist & 2D Game Artist | ELVTR

2025 | Completed with Distinction

Invited Talk (Non-degree) | Tainan University of Technology

2022

Topic: Game development pipelines and creative careers

ADDITIONAL INFORMATION

Portfolio: www.yen-art.com **Prototypes:** ual-yen.itch.io

Languages: Mandarin Chinese (native) · English (professional working proficiency)

UK work authorisation: Skilled Worker visa; sponsorship transfer required for a new role.