

## MELODY YANG

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Art Designer

### EDUCATION

**University of Southern California** | Los Angeles, CA Expecting May 2027  
Bachelor of Fine Arts in Game Development and Interactive Design | Technical Game Art Minor  
Relevant Coursework: Art, Animation, Visual Effects, Game Design, Unity(C#), Unreal(Blueprint), ARXR

### SKILLS

3D Art	2D Art	Software	Soft Skills
<ul style="list-style-type: none"><li>· Modeling, Texturing</li><li>· Rigging, Animation</li><li>· Visual Effect</li><li>· Technical Art</li></ul>	<ul style="list-style-type: none"><li>· Concept Art</li><li>· Storyboard, Animatics</li><li>· Frame Animation</li><li>· Graphic, UIUX</li></ul>	<ul style="list-style-type: none"><li>· Blender, Maya, ZBrush</li><li>· Substance Painter</li><li>· Unity, Unreal</li><li>· Marvelous Designer</li></ul>	<ul style="list-style-type: none"><li>· Self-Taught</li><li>· 15+ projects</li><li>· Time Management</li><li>· Master GameJammer</li></ul>

### EXPERIENCE

**Tencent Technology** | Shenzhen, China Jun - Dec 2025  
**Multimedia Design Intern**

- Directed 9 full-pipeline CG and product projects, ensuring visual unity and quality. Projects achieved millions of views and engagement across platforms; one directly launched a new IP series.
- Defined visual direction, guided external studios in production, and delivered core assets from concepts, animatics to final renders.

**USC Libraries** | Los Angeles, CA Sep 2024 - Present  
**3D Artist Part Time job**

- Created detailed 3D models of historic buildings from 2D references, including UV mapping and texturing.
- Participated in weekly reviews to ensure model accuracy and quality.

**IndieCade** | Los Angeles, CA Jun - Jul 2024  
**UI/UX Intern**

- Created immersive environments and UI and manipulated art assets in Unity for an 8-person game project "Paradoxide", nominated for IndieCade Festival 2024.
- Demonstrated strong communication and problem-solving skills to deliver high-quality assets on schedule.

**RabbitPre Intelligent Technology** | Shenzhen, China Jun - Aug 2023  
**2D & 3D Artist Intern**

- Designed and created art assets, including characters, UI/UX, VFX, frame animations, and 3D animations.
- Spearheaded team of 5 through art style development, asset oversight, and successful project completion.

### PROJECTS

**Myth of Lumi** | USC Advanced Games Project | Los Angeles, CA Nov 2024 - May 2025  
**VFX Artist & Technical Artist**

- Led skill VFX development for a 32-person team using Unity Particle System. Contributed to the project winning the Honorable Mention for Best Student Game at IGF and Tencent Game Awards 2025 Gold Prize.
- Optimized rendering pipeline with engineer, implementing post-processing techniques to enhance visuals.

**Abort** | DualX Studio | Los Angeles, CA Oct 2023 - Present  
**Art Lead**

- Led 21-person art team for Silver MUSE Creative Award-winning game with 21K+ social media following.
- Directed overall art style and provided task plan and feedback and managed Unity art asset pipeline.
- Created 3D character models and refined mocap animations in Maya to align with character personalities.

**What the Moon Brings** | MEGA 48 hrs GameJam | Los Angeles, CA Nov 2023  
**Art Lead**

- Collaborated with a team of 6 to design a 2D high-octane shooting game, spearheading the implementation of game visuals and securing an award for BEST OVERALL.
- Created essential art assets, encompassing initial planet design, backgrounds, and 2D frame animations.