

# Yuxin Peng Technical Artist

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## Education

**Academy of Art University** — San Francisco, CA

(Exp. Graduation) May 2025

*Master of Arts • Animation & Visual Effects | GPA: 3.7/4.0*

**Relevant Coursework:** 3D Modeling and Animation (Maya) (A), Advanced Lookdev and Lighting (Substance Painter) (A), VFX 3D for Modelers, Riggers, FX TDs (UE & Houdini) (A), Scripting for VFX and Riggers (Python), Dynamics for FX TDs, Riggers (Houdini), Real-Time Animation and Visual Effects (UE)

**North University of China**

Sep 2017 - June 2021

*Bachelor of Engineering • Chemical Engineering*

**Relevant Coursework:** C++, Advanced Mathematics, Linear Algebra, Physical Chemistry

## Experience

**Technical Artist** — AAU StudioX

Feb 2024 - Present

- Created [game VFX](#) in UE4 using Cascade and Niagara, including explosions, blades, and shield effects.
- Built a reusable 2-bone Python [IK auto-rig tool](#) in Maya, speeding up biped rig setup by 70%.
- Created a procedural “[Death Star](#)” in Houdini with math-driven animation, cutting modeling time by 50%.
- Optimized draw calls and GPU usage by merging textures into atlases, standardizing UV layouts, and deploying instancing across repeated assets in stylized scenes, Improved FPS by 30%.
- Created interactive [GLSL shaders](#) for VFX prototyping, using time and mouse input for ripple and color.
- Built stylized [Maya scenes](#) with PBR materials, using Substance Painter for texture detailing, optimizing UVs, lighting, rendering EXRs, and compositing in Nuke.

**Technical Art Intern** — [FunPlus](#)

May 2023 - Dec 2023

- Leadership:**
- Supervised interns and managed 5+ project deliveries, ensuring consistency under shifting priorities.
  - Authored 25+ technical documents and led internal sessions to promote AI workflow adoption.
  - Led cross-team evaluations with art leads and producers to refine workflows.
- Technical:**
- Delivered 15+ AI-powered pipelines for asset generation, boosting throughput by over 40%.
  - Developed Python tools with Git to batch preprocess images, reducing manual work by 60%.
  - Co-led UI/UX collaboration and feature testing for a cloud-based production platform; launched in 3 months and adopted as the core internal pipeline.
  - Built stylized FX assets in Unreal Engine using procedural UVs and reusable shader templates.

## Projects

**Echo**

- Created stylized FX (fire, smoke, dust) in cinematic UE5 scenes using Niagara and custom shaders.
- Optimized environment performance with Nanite, reducing draw calls by over 60%.
- Integrated FX into gameplay via Blueprints, handling triggers, visibility, and interactions.

**Catdle**

- Designed glowing FX for a stylized cat character and snowfall FX in After Effects.
- Assisted the director as a producer with storyboarding, shot composition, and task coordination.

## Skills

**Programming languages:** Programming: Python · C++ · GLSL – Tool scripting, performance tuning, shader effects

**Tools:** Unreal Engine (Blueprints, Material Editor, Sequencer, Niagara FX), Maya, Houdini, Substance Painter, Blender, Git, GitHub, Nuke, ShotGrid, Photoshop, Figma, Premiere, After Effects

**AI Tools:** ChatGPT, DeepSeek, Claude, Stable Diffusion, Midjourney, LoRA, ControlNet, AccuRIG, Kling AI, Runway, TRELIS 3D, Hunyuan 3D

**Other:** fluent in both English and Chinese (multilingual)