Yunhang Qin

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PROFESSIONAL EXPERIENCE

Alibaba Games – Xuanjing Tiangong Studio, Beijing, China **Jun 2026 – Aug 2026**

Level Designer Intern

- Developed playable block outs within a larger map for an unannounced extraction game, applying established spatial metrics and visual framing to support exploration.
- Designed a playable location based on an animated IP, adapting its spatial layout for gameplay while preserving its defining architecture and visual composition.
- Iterated on level block outs based on lead-designer feedback, refining spatial layouts, traversal, and visual framing within established design constraints.
- Analyzed three animated IPs and documented key environments, interiors, and visual motifs to guide the design of recognizable game spaces.
- Built reusable elevators, bridges, and other interactive level utilities in Unreal Engine Blueprints, enabling gameplay prototyping and testing without dedicated programmer support.

HYZ Studio – The Endless Garden, The Dalí Museum **Aug 2025 – Nov 2025**

Contract 3D Generalist

- Created, processed, and textured 29 of the 30 production 3D models for the installation, completing the work under a two-and-a-half-month schedule.
- Built Maya rigs for abstract, non-standard forms and authored half of the project's final animations.
- Integrated a mixed pipeline of traditional sculpting, procedural workflows, and accelerated tools, rebuilding topology and materials as needed to maintain consistency with HYZ Studio's artistic direction.

Yidian Lingxi Information Technology Co., Ltd., Guangzhou, China **May 2024 – June 2024**

Game Artist Intern

- Created combat animations using Maya and Cascadeur under the guidance of a professional animator, contributing to early-stage prototyping for a pre-alpha game
- Developing game-ready assets aligned with the project's visual direction

SELECT PROJECTS

Sniff & Snitch, Game Project **Sep 2026 – Present**

Level Designer & 3D Artist

- Design levels for a linear co-op game with five planned routes through a shared environment, using vertical traversal, obstacles, and enemy placement to differentiate gameplay across routes.
- Create 3D architectural concepts, modular environment kits, trim-sheet-based environment art, and props to support level layouts and a cohesive visual identity.
- Collaborate within a nine-person team to develop the game from its initial concept, contributing to worldbuilding, creative direction, and character concepts alongside level design and environment production.

Between Empty, Game Project **Oct 2024 – May 2025**

3D Generalist

- Created 3D environments and props, collaborating with designers to establish the visual direction of a project recognized with Gold at the 2025 Vega Awards and Silver at the 2025 NYX Game Awards.
- Developed UE5 Substrate materials and optimized rendering performance by reducing draw calls and resolving volumetric fog issues.

EDUCATION

New York University, Tisch School of the Arts – New York, NY **Expected May 2027**

- *BFA Game Design.*
- *Minors: Producing; Film; Business of Entertainment, Media, and technology (BEMT).*

Teaching Assistant, 3D Modeling for Games — two semesters

SKILLS

Level Design • Unreal Engine 5 • Unity • Maya • ZBrush • Substance Painter & Designer • Level Design • Programming (Python, Java, C++, Blueprint) • Cascadeur • Animation