






WEIRAO HUANG

GAME ARTIST



CONTACT

-  Oakville, Ontario, CA
-  +1 (647) - 897- 2088
-  whitehuang9394@gmail.com
-  weiraodesign.com
-  [/in/weirao-huang](https://in.linkedin.com/in/weirao-huang)

SUMMARY

- Passionate and skilled in creating diverse 2D characters and environments, with strong adaptability to different art styles.
- Proficient in importing assets into major game engines, such as Unity and Unreal Engine.
- Experienced in producing 3D assets using industry-standard software and applying stylized or realistic materials as required.
- Skilled in designing engaging UI and player-focused UX experiences.
- Strong communicator and collaborative teammate; open to constructive feedback and committed to continuous improvement.

EDUCATION

Honours Bachelor of Game Design
Sheridan College, Oakville,
ON
2022 - 2026

SKILLS

Softwares

- Photoshop
- Substance Painter
- After Effect
- 3DS Max
- Maya
- Blender
- 3D Coat
- Unity
- Unreal

Soft Skills

- Creativity
- Problem-solving
- Communication
- Teamwork
- Adaptability

Languages

- Mandarin - Native Proficiency
- Cantonese - Native Proficiency
- English - Full Professional Proficiency

GAME PROJECTS

3D CHARACTER DESIGNER

Tencent - Final Fantasy 14 Crystal World | 2025

- Completed the full **hair-coloring scheme**, providing the modeling team with multiple **variable dye options** and iterating quickly based on feedback.
- Assisted with **visual adjustments** for character models, helping the team achieve accurate and appealing 2D-to-3D translation of stylized effects.
- Finalized **2D character hairstyle designs** and delivered style variations aligned with the Final Fantasy 14 aesthetic.
- Researched **market/player-preferred styles, fashion trends, props, mounts, and accessories**, and developed **creative proposals** based on findings. Supported the team's commercialization efforts by designing styles guided by player preferences and pivot metrics.

2D ARTIST & CINEMATIC ARTIST

Sheridan College – Pieces – Emotion-Driven Narrative Game for Young Audiences | 2026

- Defined the game's **overall art direction and emotional visual language**, producing early-stage **concept art** explorations to establish tone, color systems, and narrative atmosphere.
- Designed and illustrated **2D characters** based on emotional themes, creating multiple expressive states and sprite variations to support gameplay, storytelling, and readability for a younger audience.
- Created **2D environment art** in side-view perspective and designed the **main menu interface**, ensuring visual consistency and a clear, engaging experience tailored for accessibility and immersion.
- Produced and animated the game's **intro sequence, main menu, and in-game cutscenes** using After Effects, implementing dynamic motion graphics to enhance narrative delivery and player engagement.