HUARONG(ARON) YUAN

VFX Technical Artist | Game Programmer

He/Him | 07880312929 | aron_yhr@outlook.com | [LinkedIn](#) | [ArtStation](#) | [ARON.YHR.WEB](#)

PROFILE

I am a well-organised and ambitious VFX technical artist and game programmer with a master's in games development and a background in computer science.

As a highly motivated person, I'm keen to take on new challenges, **aiming to combine my solid programming foundation with artistic visuals skills to create emotionally immersive moments for players.**

With hands-on experience of working with external clients in game development and production at Abertay Uni, I have developed strong problem-solving and teamwork skills, as well as the ability to communicate effectively between technical and creative teams.

SOFTWARE / TOOLS

Game Dev	**Unity**, **Unreal 5**, Github
DCC & Art	Blender, Houdini, EmberGen, Substance Designer, Photoshop
Other	Excel, PowerPoint, Word, Jira

SKILLS

Art	**Real-time VFX** (Unity Particle System, VFX Graph, Unreal Niagara)
Tech	**Game Programming** (Gameplay / System) and Design, **Shader Graph, Materials**, **Math for Game Dev**, Object-Oriented Programming, Data-Oriented Design
Code	C#, C++
Soft	Cross-functional collaboration and project coordination, Intercultural Communication, Understanding of game production workflows and pipelines, Analytical mindset and problem-solving ability, Documentation, Feedback handling, Client relationship management, Agile Development

PROJECT

RENNIE ROOM DECORATOR (Room Decorate & Design, Applied Game), Jan 2025 - Apr 2025

Programmer & Technical Artist | Unity | C# | Shader & VFX | PC & IOS | Team size: 6 | **Client: V&A Dundee**

- Collaborated closely with V&A Dundee and multidisciplinary teams of programmers, artists, and designers to develop an interactive room-decoration experience for museum visitors, which needed to deliver a playable prototype and align gallery's artistic goals within **12 weeks**

- Created and implemented **Shader and VFX**, for example cutout material and flame effect, for gameplay, prop and environment

- Work closely with environment artist to implement **Lighting** for the whole environment with optimization

- Designed and programmed **Grid Placement System** as core gameplay and implemented objects **database structure** for museum items; Work closely with another programmer to connect core systems together

- Game performance improvement for IOS version and bug fixing for Gameplay process

- Delivered a functional and visually engaging prototype and conducted a public playtest at the museum with 42 participants — **over 85% reported enjoying the game** — and received positive client feedback

upon delivery; **Project talks, workshops, and showcase on The Interactive Pasts Conference 4 (VALUE Foundation)**

TAP TAP FOLD (Relaxing folding), May 2025 - Aug 2025

Programmer & Technical Artist | Unity | C# | Shader | PC & Android | Team size: 9 (**One programmer**)

Client: SUMO Digital

- Collaborated with Sumo Digital under the client's brief **"Pure Simplicity: Stripped-Down Gaming"** within 12 weeks

- **Implement Core Gameplay Mechanisms**, for example **Origami system**, with Object Oriented Programming (**OOP**) & Data-oriented Programming (**DOP**); **Shader** implementation for patterns on paper; Game performance improvement for Android version and bug fixing

- Implement the core gameplay system that embodied this "pure simplicity" philosophy while maintaining technical stability and visual clarity with engaging in **regular review sessions with Sumo Digital**, presenting builds, receiving professional critique, and iterating quickly to refine the player experience

- The final prototype successfully reflected the client's theme of "Pure Simplicity" and was well-received by Sumo Digital for its cohesive design, efficient performance, and professional execution, **presenting the ever-changing art of origami through a relaxing and minimalist gameplay experience**

Digital Human Demo in 2023 China International Import Expo, 2023

Programmer & Team Manager | Unity | C# | Face capture | Digital human | Ragdoll

- Implemented **Real-time face capture** for realising customising digital human's face; Imported **READY PLAY ME avatar interface** for digital human's body; Implemented **Unity ragdoll** on avatar for gameplay

- **Production team management, coordinated communication** between Unity engineers, designers, and external partners to ensure timely delivery

EXPERIENCE

Unity Developer Intern | Unity, China, Jul 2023 - Nov 2023

- Managed a small project team to deliver a "Digital Human" demo showcased at the 2023 China International Import Expo

- Game design and development training & practice

- Gained experience in cross-functional collaboration, project planning, and partner alignment within the tech and gaming sector

EDUCATION

Abertay University (UAD) – Scotland, United Kingdom, Sep 2024 - Nov 2025

Master of Professional Practice in Games Development

University of Shanghai for Science and Technology (USST) – Shanghai, China, Sep 2018 - Jun 2022

Bachelor of Engineering in Computer Science and Technology

ADDITIONAL INFORMATION

Languages: B2 Level of English; Native speaker of Chinese (Mandarin)

REFERENCES

Dr. Andrew Reid | BA(Hons) Ph.D. SFHEA, Lecturer in Games Production, Abertay University, a.reid@abertay.ac.uk