




REGINA XIA

Technical Artist

New York / Pittsburgh 

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EDUCATION

Carnegie Mellon University (CMU)

Master of Entertainment Technology

2023 - 2025 US, Pittsburgh
focused on Computer Graphics and 3D art

Parsons School of Design

Bachelor of Fine Art

2019 - 2023 US, New York
Majored in Fashion Design

SKILLS

Digital Content Creation (DCC):

- Maya, Blender, ZBrush, Substance Painter & Designer, Houdini, Photoshop

Game Engine:

- Unity, Unreal Engine 5

Programming:

- C/C++, C#, Python, Computer Graphics

AWARDS

First Penguin Award 2023.12

Awarded by CMU Entertainment Technology Center for efforts to push the boundaries of Building Virtual World projects

Jammer's Choice in Game Jam 2024.1

Winner of a 48-hour game jam with a "boba" themed game, receiving over 60% of the audience votes

Parsons School of Design Scholarship Award 2019 - 2023

For exemplary portfolio and school performance

WORK EXPERIENCE

Visual Story, Carnegie Mellon University 2024.9 - 2024.12

Graduate Teaching Assistant

- Assisted in 5 CG/live-action film projects (storyboarding, set design, shooting guidance).
- Provided English support and concept explanations in classes of 100+ students.

Center of Transformational Game, Carnegie Mellon University 2024.1 - 2024.5

Game Lab Assistant

- Designed 10+ sets of 2D game card prototypes for experimental projects.
- Collaborated with faculty on creative sessions, transforming game concepts into art designs.

Xdended Identity Digital Fashion Ltd 2023.6 - 2023.9

Digital Fashion & Game Design Intern

- Led a 4-person team to produce 100+ art assets (2D art, UI/UX) for a Roblox fashion game, delivering a prototype in 5 weeks.
- Contributed to digital fashion research and modeling; helped launch a virtual skin series in collaboration with The Sims.

OTHER PROJECTS

Scotty 3D – Computer Graphics Implementation 2025

C++ Graphics Application

- Developed key graphics algorithms (rasterization, path tracing, skeletal animation) and optimized rendering via C++ shaders.
- Applied linear algebra and computational geometry for robust animation and mesh processing, achieving high-quality offline renders.

Building Virtual World 2023-2025

3D Technical Art

- Collaborated with cross-functional teams to rapidly prototype immersive Unity experiences.
- Delivered VFX (particles, lighting, water effects) and dynamic animations—including a generative multi-legged spider.
- Defined art style using Maya and Substance tools, streamlining asset workflows.

Global Game Jam – 48-Hour Game Dev 2023-2025

Technical Art, 2D/3D Art

- Served as a 2D/3D Technical Artist for three consecutive years, managing design, animation, and effects.
- Awarded the 2024 Pittsburgh Audience Choice Award for a "Bubble Milk Tea" themed game (60% audience vote).