

# Yaxin Mu

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## EDUCATION

<b>Northeastern University</b> , Boston, MA	Expected May 2027
Master of Science in Extended Reality	
<b>Academy of Art University</b> , San Francisco, CA	May 2024
Bachelor of Fine Arts, Major in Game Development, Focus on Concept Art	GPA: 3.775/4.0
Honors: Winner, both ArtU Gammy Awards 2023 and 2024. Runner-up, ArtU Gammy Awards 2022	

## PROJECTS

<b>Hidden in the Frame</b> , XR Game	Nov 2025 - Dec 2025
<ul style="list-style-type: none"><li>Developed a 3D horror game in Unity featuring transitions between VR and AR for a dynamic narrative experience. Led story and mechanics design while managing art asset pipeline and team deliverables.</li><li>Created storyboards and produced 2D assets in Canva and Photoshop. Modeled 3D environments, props in Maya, and created animation tracks for kinetic objects and environmental interactions.</li><li>Collaborated with team of 6 using GitHub to sync project and asset updates. Project exhibited at Game Showcase 2025, Northeastern University.</li></ul>	
<b>Between Breaths</b> , VR Embodiment Experience	Oct 2025
<ul style="list-style-type: none"><li>Prototyped an experiential game that showcases the inner world of individuals with mood disorders by using Unity.</li><li>Implemented realistic hand-tracking, grab interaction, and real-time mirror reflections to enhance player immersion, and used lighting and audio to amplify the emotional atmosphere of the scene.</li></ul>	
<b>Journey</b> , AR Work of Art	Sept 2025
<ul style="list-style-type: none"><li>Developed an interactive AR art exhibition in Hoverlay, transforming 2D and 3D artwork into spatial experiences.</li><li>Created 360° panoramic environments in Photoshop, enabling audiences to explore virtual gallery spaces through immersive navigation.</li></ul>	
<b>Moros</b> , Game Off 2024	Nov 2024
<ul style="list-style-type: none"><li>Directed art for the visual identity, establishing cohesive art style and color palette systems in Figma.</li><li>Designed characters and environments in Photoshop, ensuring visual consistency across all game assets. Produced all character animations, UI elements, and motion graphics for seamless gameplay integration.</li><li>Directed and edited comic-style cinematics for narrative bookends using Adobe Premiere Pro.</li></ul>	
<b>Teeth</b> , Game Studio in the Academy of Art University, CA	Sept 2023 - Feb 2024
<ul style="list-style-type: none"><li>Designed enemy characters with integrated behavioral documentation, collaborating closely with the design team to align visual design with mechanics. Animated protagonist movement through keyframe illustration in Photoshop.</li><li>Collaborated with teams using Perforce. Project showcased at GDC 2024.</li></ul>	

## WORK EXPERIENCE

<b>Tideturners</b> , Remote	June 2024 - Sept 2024
2D Art Generalist Intern	
<ul style="list-style-type: none"><li>Developed character and prop concepts for unreleased 3D party game, producing thumbnails, turnarounds, and final renders</li><li>Translated game design prototypes into polished level art and environmental layouts</li><li>Redesigned UI system, including icons, typography, menu panels, and interactive buttons in Illustrator</li><li>Animated in-game comic sequences in toon-style based on the art director's storyboard idea.</li></ul>	