# Kai-Lin Chuang

*IT System Admin | Technical Artist*

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## CERTIFICATIONS & TECHNICAL SKILLS

**Certifications:** CompTIA A+, Google Cybersecurity Certificate
**Operating Systems:** Linux (Ubuntu, CentOS 9), Windows 10/11, macOS
**IT Tools & Platforms:** Git, GitHub, Jira, Synology NAS, VirtualBox, VMware
**Programming & Scripting:** Python, C++, C#, Bash, MEL, HTML5, CSS
**Creative/Technical Tools:** Maya, Houdini, Unreal Engine, Unity3D, Adobe Creative Cloud

## PROJECTS & HOME LABS

**Unreal with KaiLin — YouTube Channel:** Created tutorial videos on Unreal Engine topics such as Blueprints, VFX, and animation workflows. Focused on clear, beginner-friendly explanations.

**Home NAS Server with Synology DS224+:** Configured RAID, user/group permissions, network access, and automated backups for a secure and efficient home NAS solution.

**Linux System Administration:** Managed users, file permissions, cron jobs, and services on Ubuntu. Gained experience in Bash scripting and log management. Explored multiple Linux distributions including Ubuntu Server, Ubuntu Desktop, and CentOS 9, using Vagrant to manage virtual Linux servers for testing and configuration practice.

**GitHub Pages Portfolio:** Built a personal portfolio using HTML/CSS and GitHub Pages. Managed version control using Git CLI.

**Scripting & Automation:** Developed Bash scripts for directory cleanup, log analysis, and task automation.

## WORK EXPERIENCE

### All9Fun Inc – 3D Motion Designer | Technical Artist • *Taipei, Taiwan • June 2021 – Present*
- Automated asset pipeline tasks using Python and MEL in Maya, improving team efficiency.
- Enhanced VFX using Unreal Engine Niagara and After Effects to create visually appealing 3D motion graphics.
- Built systems in Unreal Engine using Blueprints to automate tasks.
- Facilitated collaboration between artists and developers for high-stakes projects.
- Wrote PPT and Word documentations, shared knowledge with team members to help improve their skills.

### Motion M VFX – 3D Animator | Technical Artist • *New Taipei, Taiwan • Nov 2019 – May 2021*
- Completed AR and VR projects in Unreal Engine under strict deadlines.
- Handled fabric simulation, motion capture cleanup, scripting with MEL and Python, and character rigging.
- Solved complex technical challenges in Unreal Engine by developing creative workarounds for engine limitations in a high-pressure environment.
- Documented tasks and production steps to share skills with coworkers and helped the company obtain project subsidy from the Ministry of Digital Affairs.

### SoliDesign Inc – CG Animator • *Taipei, Taiwan • Dec 2018 – Jul 2019*
- Led asset management and created animations for pachinko and mobile game animation projects.
- Coordinated outsourcing, schedules, and project delivery.
- Created internal documentation for project workflows and asset organization to improve team communication.

### NetherRealm Studios – QA Tester • *Chicago, USA • Nov 2016 – Jul 2017*
- Tracked and regressed bugs using Jira across multiple mobile platforms.
- Worked with developers to verify fixes and regression-test builds.

### Zynga Inc.  – 3D Animation Intern • *San Francisco, USA • Jul 2016 – Oct 2016*
- Developed animations for *Spin It Rich* and *Hit It Rich* using particle systems and the Animator system in Unity3D.
- Adapted quickly to a fast-paced production and collaborated effectively within a large-scale game development team.
- Strengthened communication and collaboration skills by actively engaging with team members in discussions, incorporating feedback, and seeking guidance to improve production quality.

## Education & Technical Training

M.S. Digital Media, Drexel University • Philadelphia, USA (2016)
B.S. Game Art and Production, Drexel University • Philadelphia, USA (2015)
Elementary to High School, American International School of Guangzhou • Guangzhou, China (2011)
Python Programming Course, NTU CSIE Training Center • Taipei, Taiwan (2020)