



# Yuan Jia's Portfolio

Created By Yuan Jia  
(2025)



# Cowgirls

## Character Design



Inspired by a simpler time, the adventure, cowboys, and pioneers of classic Westerns offer a pleasant escape.







Drawn by Yuan Jia

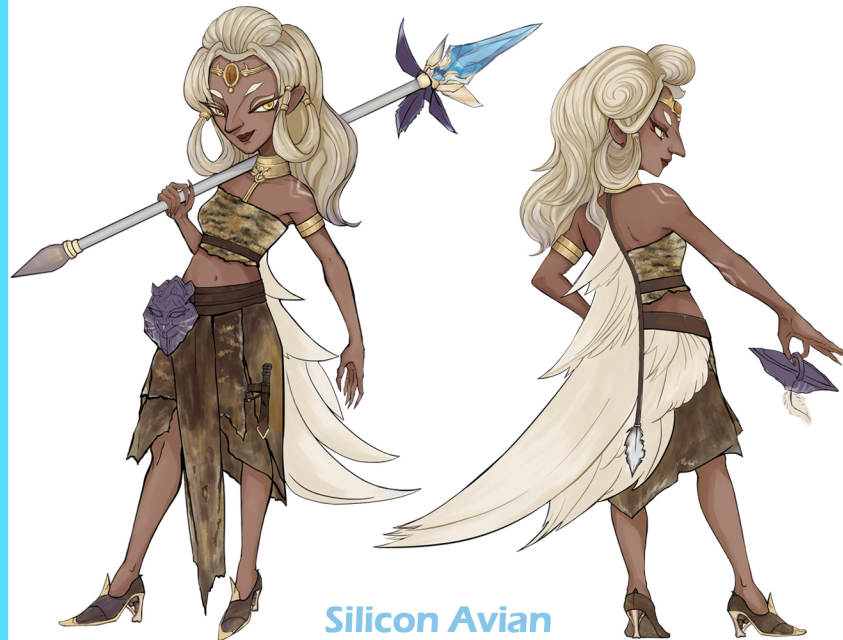
The Escort Family is in an Easter Wuxia style , it was developed from a storyboard I created for an assignment.







# The Bird Clan



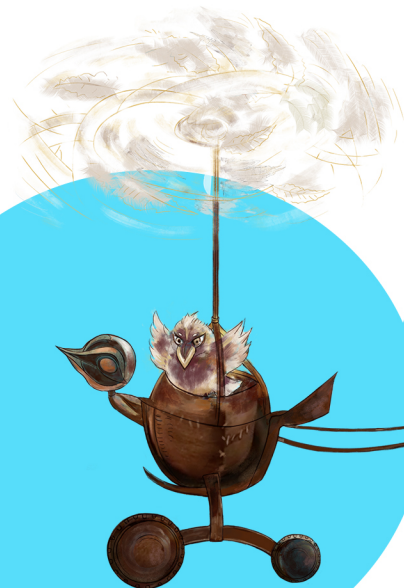
The Avians invented a variety of amphibious aircraft for long distance migration



Avian society is stratified into four tiers:  
the Aristocracy, the Natives, the Silicon Avians,  
and the Silicon Mechanized Avians



Silicon Mechanized Avians



Drawn by Yuan Jia





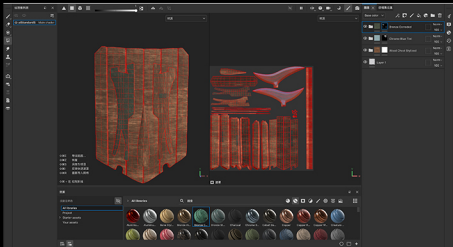
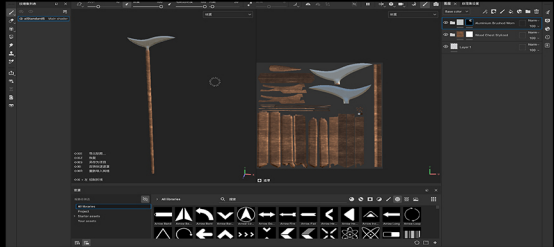
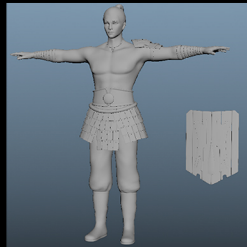
# Pretty Girls



Drawn by Yuan Jia

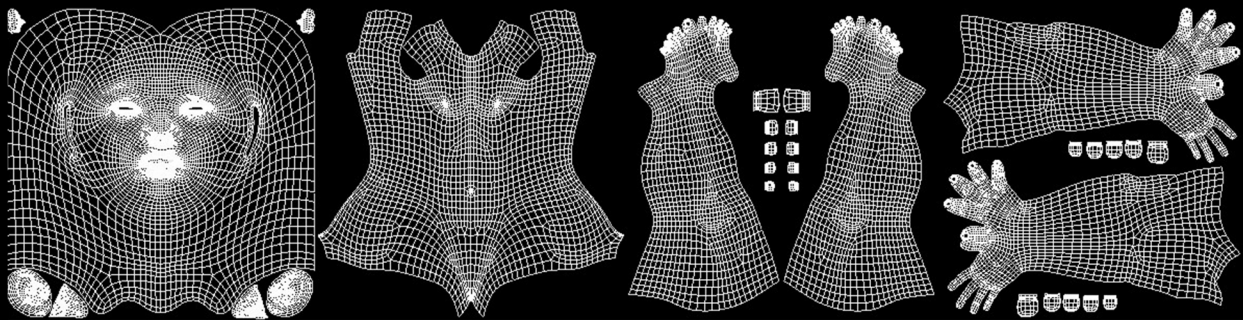


# Texture Mapping Warrior



The software used    

This was an assignment for texture in November 2024,  
The original model provided by my teacher, I adjusted the model in Maya, unwrapping and UV cutting in RizomUV, texture mapping in Substance Painter, baking and rendering in Marmoset Toolbag.



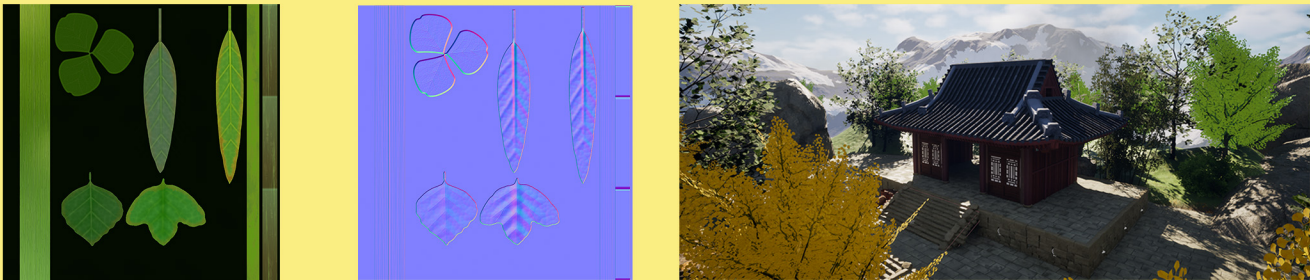
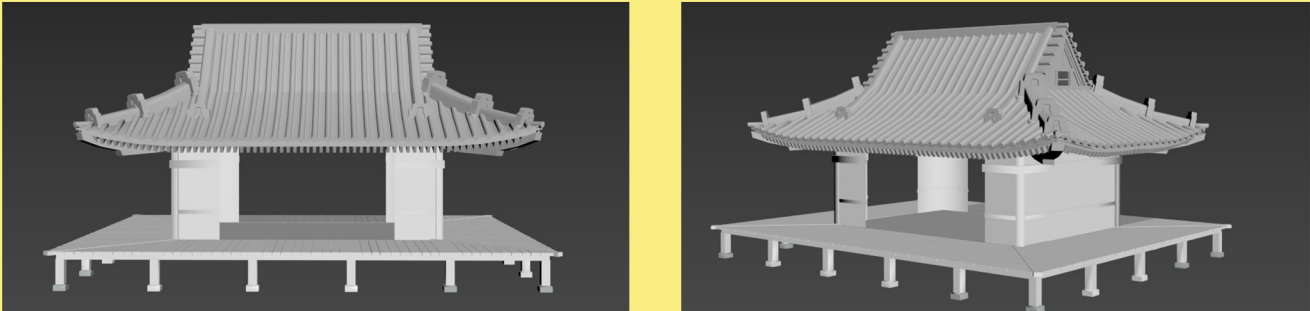
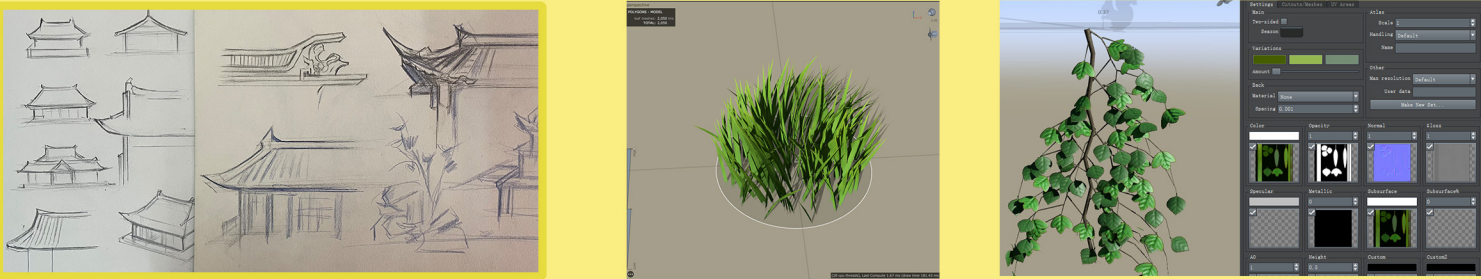


# Ancient Town Courtyard 3D Assets

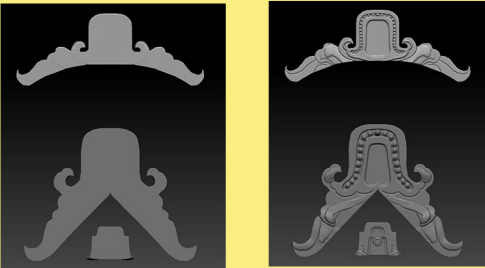


reference photos

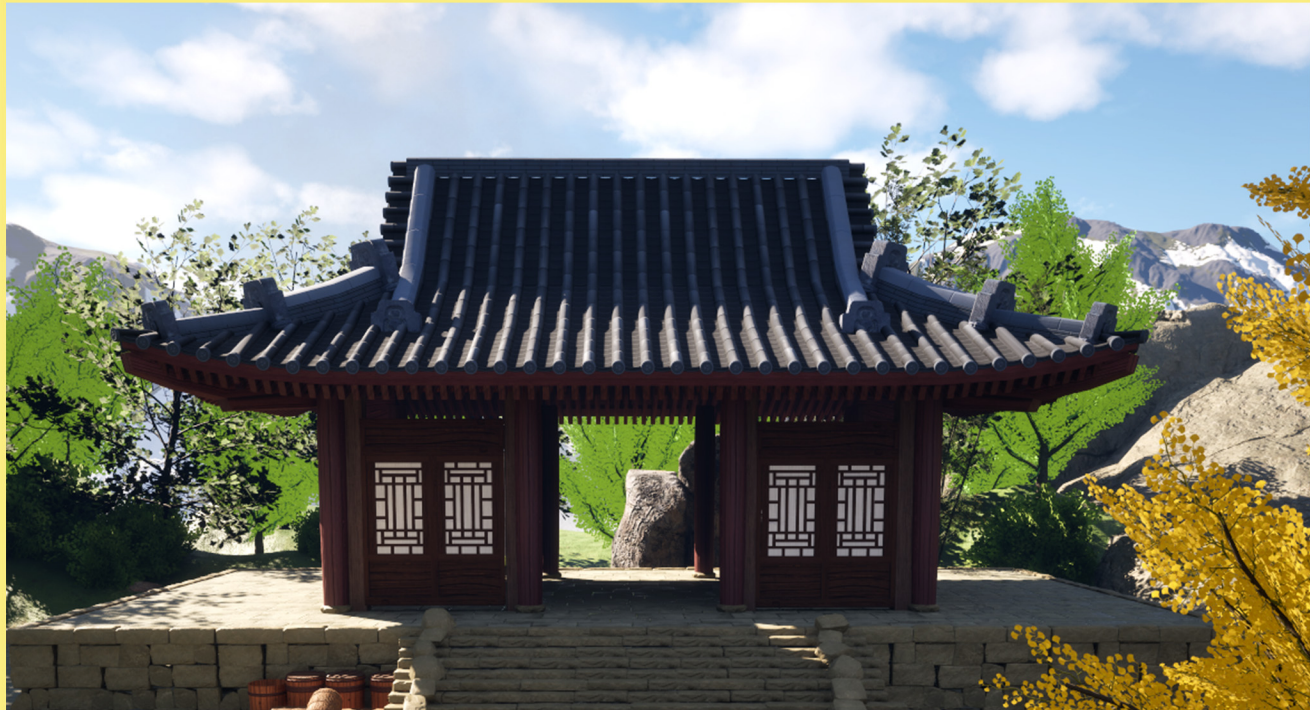
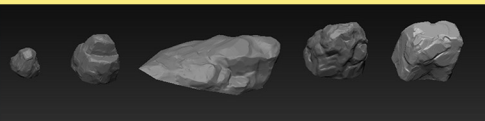
Inspiration source: ancient town architecture,from sketches to design drafts, followed by 3D Max modeling, sculpting in ZBrush. Leaf, trunk, stem designed in Substance Designer .Grass ,vine and tree created in SpeedTree



bamboo garden



sculpting in ZBrush



side building



# Ancient Town Courtyard 3D Assets

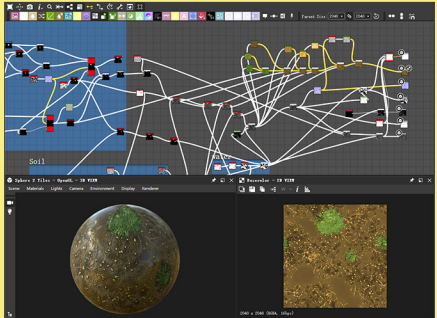
The software used



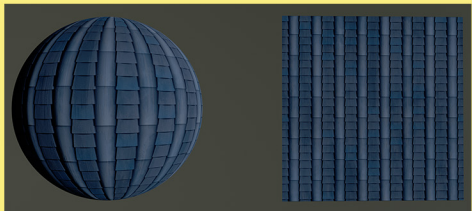
The buildings were modeled in 3D Max, ground material and wood material created in Substance Designer.



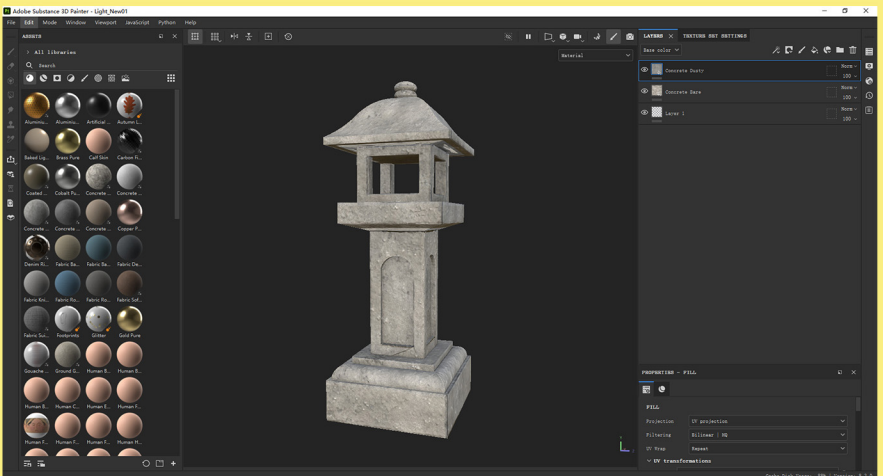
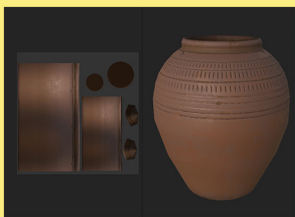
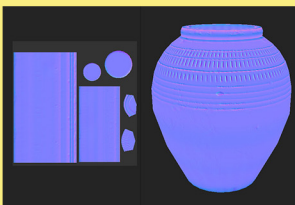
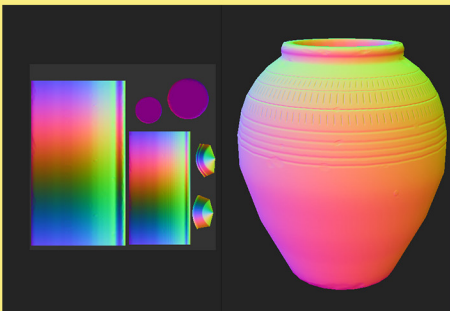
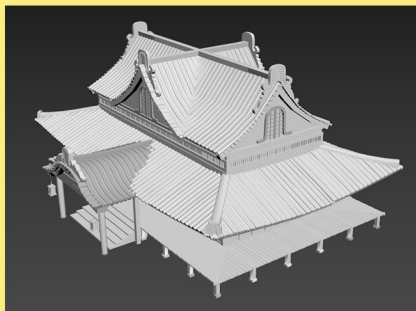
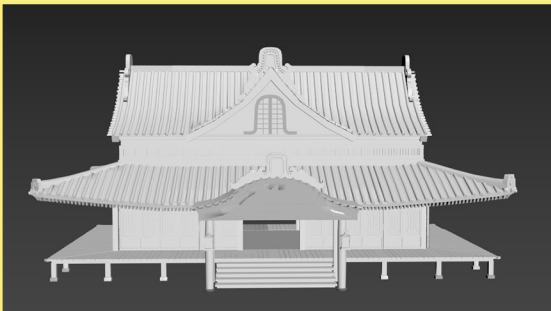
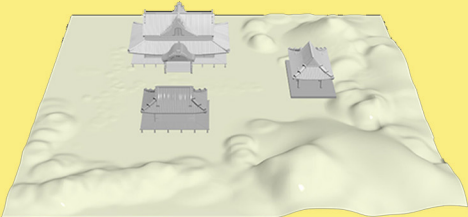
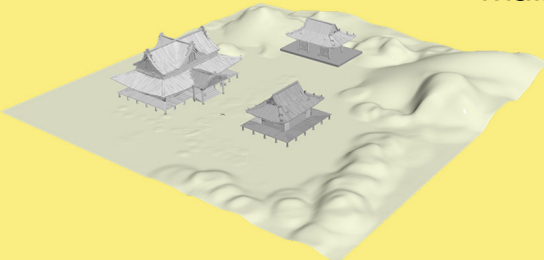
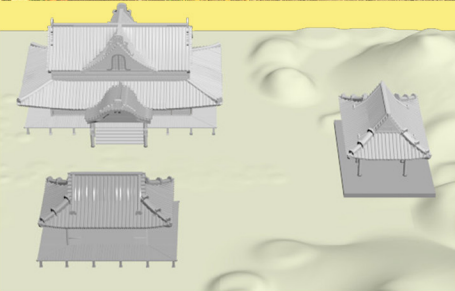
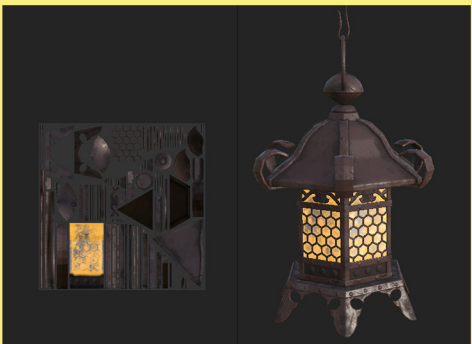
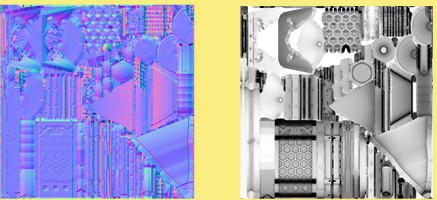
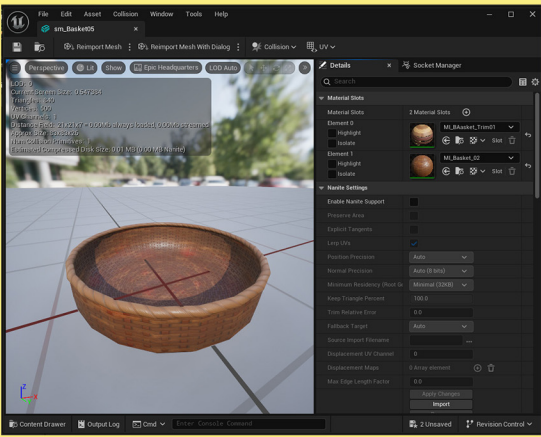
main building



ground material



tiles & wood material

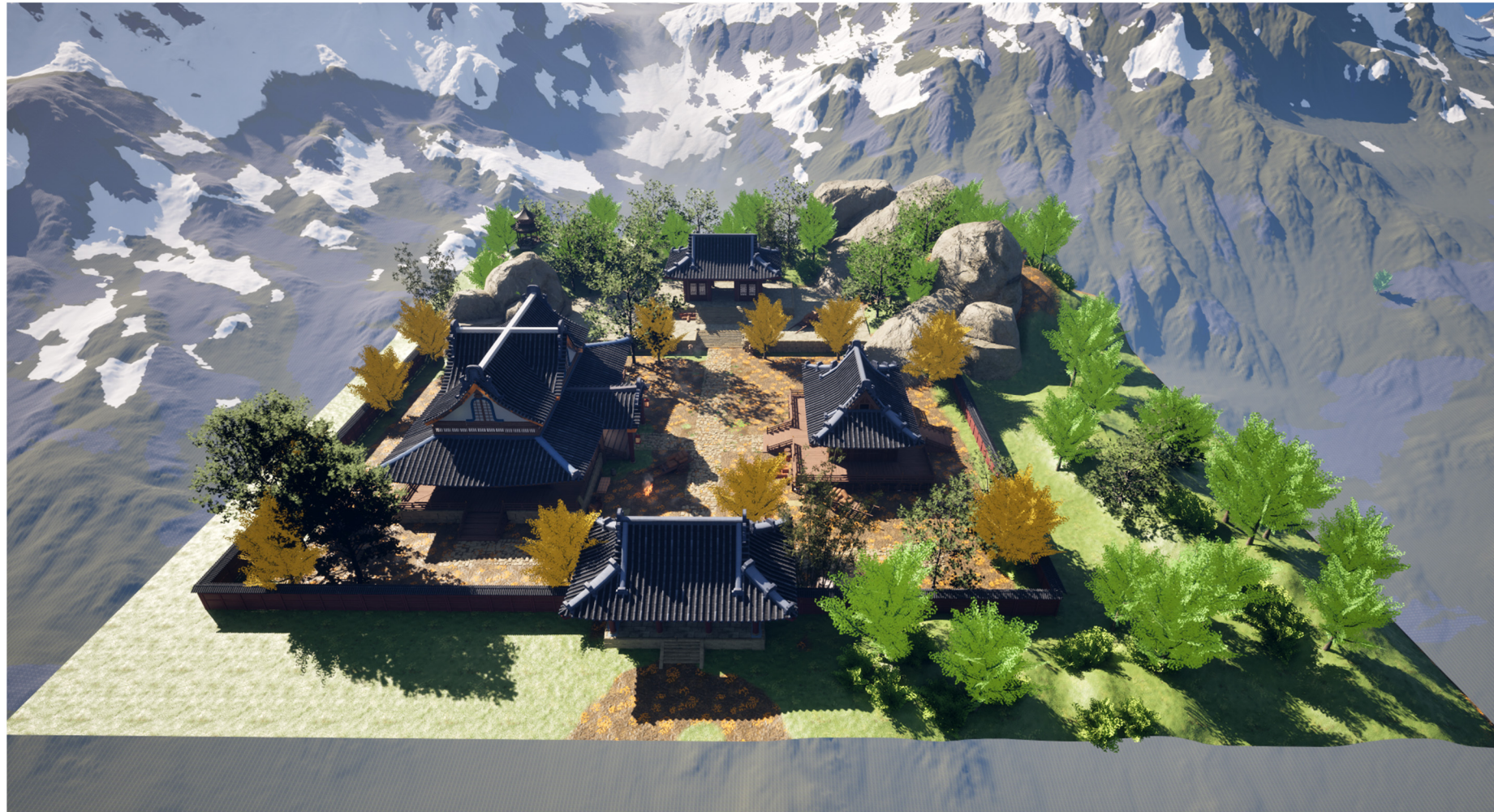


Created by Yuan Jia  
from March to June/2025



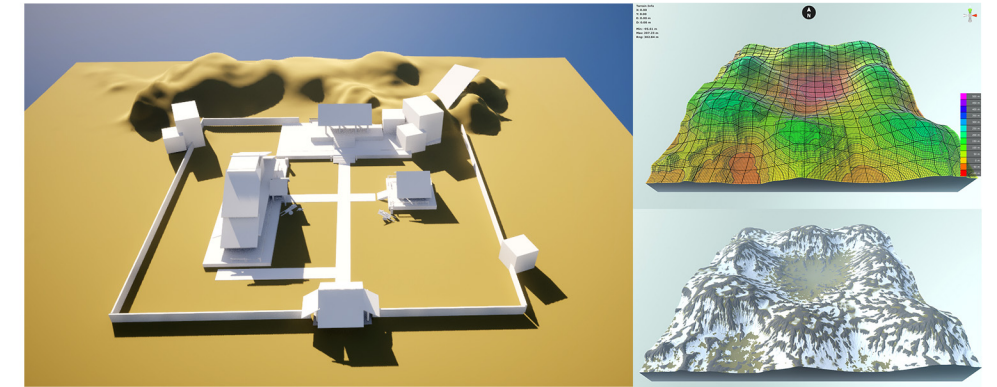
# Ancient Town Courtyard Level Design

For this Unreal Engine 5 project, I created a 3D environment from concept to completion. The process began with a blockout prototype in UE5 to establish proper scale and layout. I then modeled the assets in 3ds Max, sculpted detailed props in ZBrush, and unwrapped UVs in RizomUV. The textures were authored in Substance Designer, and all assets were finally assembled and lit within Unreal Engine 5.



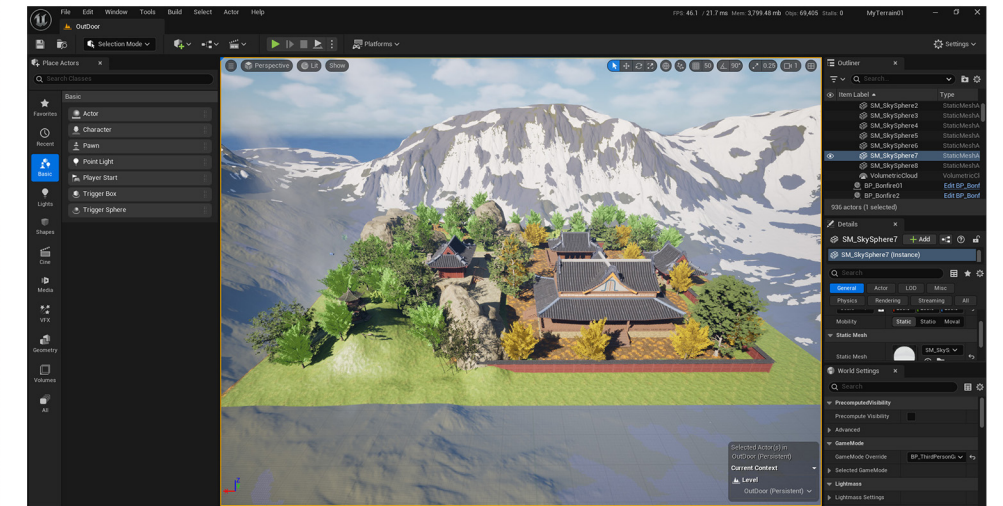
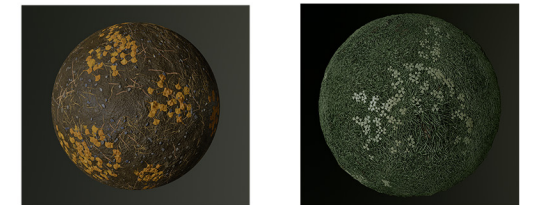
Finished scene in Unreal Engine 5

The software used



a black box prototype in Unreal Engine 5

ground materials  
developed  
in Substance  
Designer



Created by Yuan Jia  
from March to June/2025



# ICE BOMB RUNNER

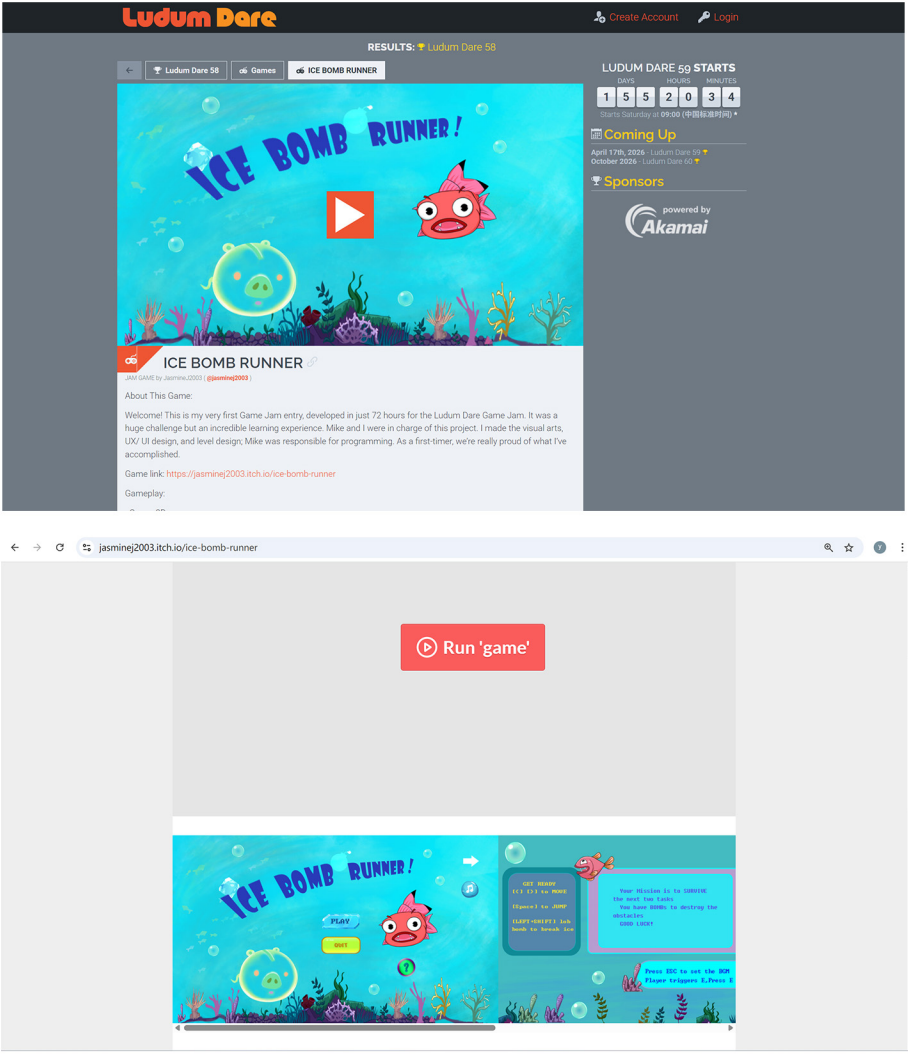
Ludum Dare 58 Game Jam Project

Founded in 2002 ,Ludum Dare (LD) is one of the longest-running and most influential online game jams.

The software used



The theme for this year's Ludum Dare (LD) Game Jam was "Collector." The event ran from October 4th to 7th, I teamed up with programmer Mike. I was responsible for all characters and environment art. I created a compelling deep-sea environment, a red fish , a skeleton man and some small items. In our platformer, you play as a fish that collects coins .To navigate the levels,you use bombs to blast through ice barriers and reach your goal.



After that, participants play and rate each other's game, I played and rated many fellow participants' games. This mutual feedback process allowed us to learn from one another and refine our game design through the constructive comments we received.

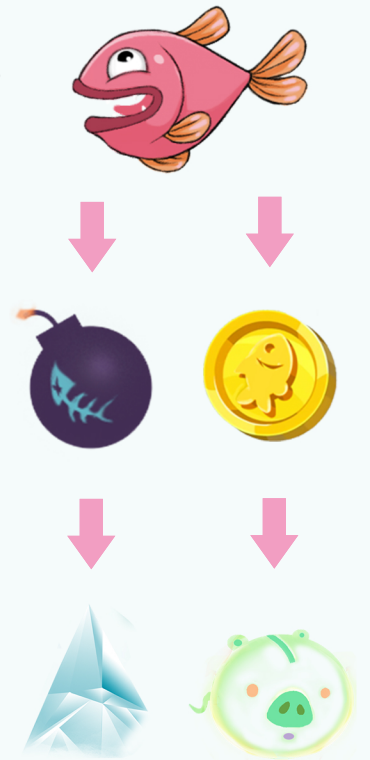
Designed by Yuan Jia  
Oct 4-7, 2025



# ICE BOMB RUNNER Conception Ludum Dare 58 Game Jam Project

The initial idea is a fish in the pipeline, but later I felt that level design is boring, so I changed it into a platform level game.

Original Level



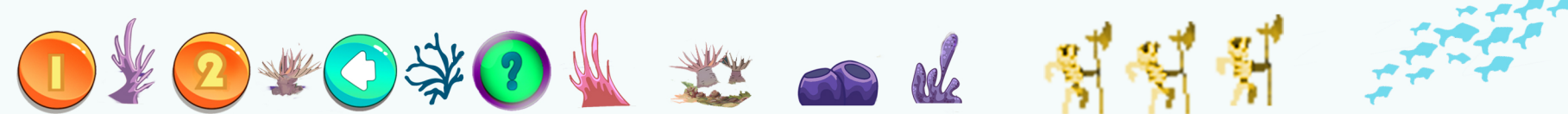
## Mechanics

1. The fish uses bombs to blast through ice barriers and reaches its goal to collect coins. It pushes the bomb with its head and then tries to move in the opposite direction. Otherwise, it would be destroyed by the explosion.

2. We also designed an interactable platform and door. You can open the door or raise the platform by pressing the "E" key on your keyboard.

3. A Finite State Machine (FSM) in Unity controls the Skeleton Man's behavior, making him chase and attack the fish.

Final Playable Level



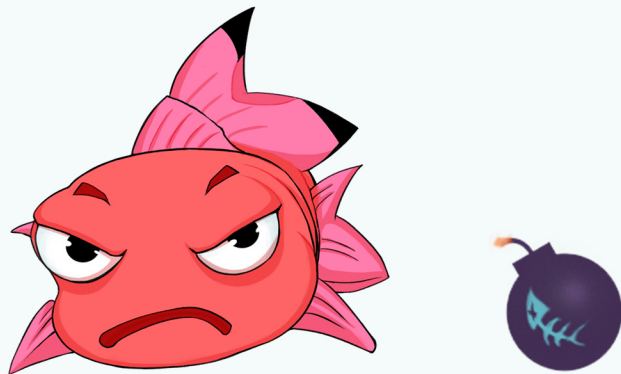
Designed by Yuan Jia  
Oct 4-7, 2025



# ICE BOMB RUNNER

Ludum Dare 58 Game Jam Project

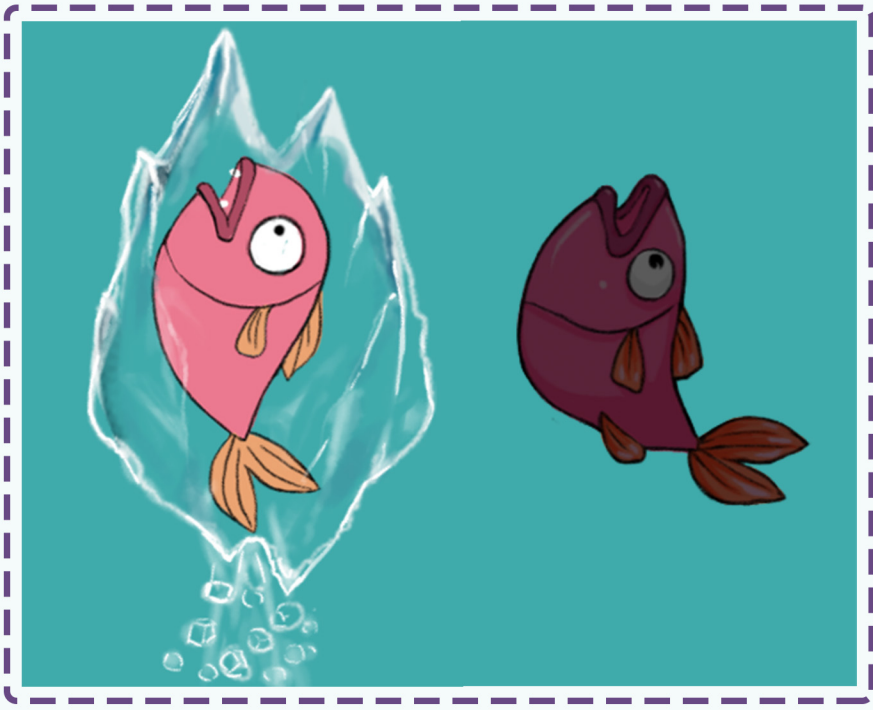
I created a red fish fighting for survival against different creatures in a compelling deep-sea environment.



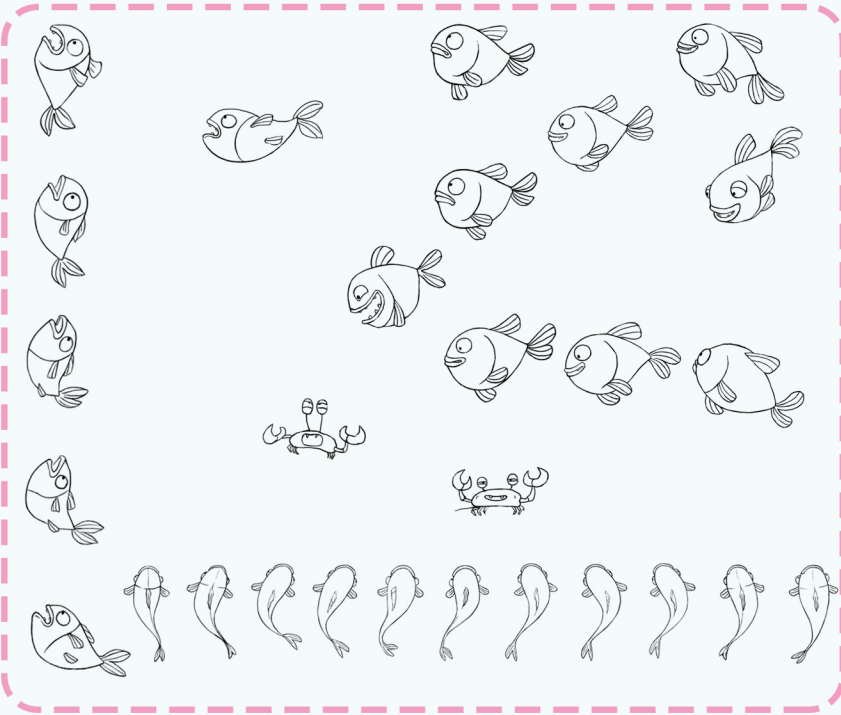
shrimp



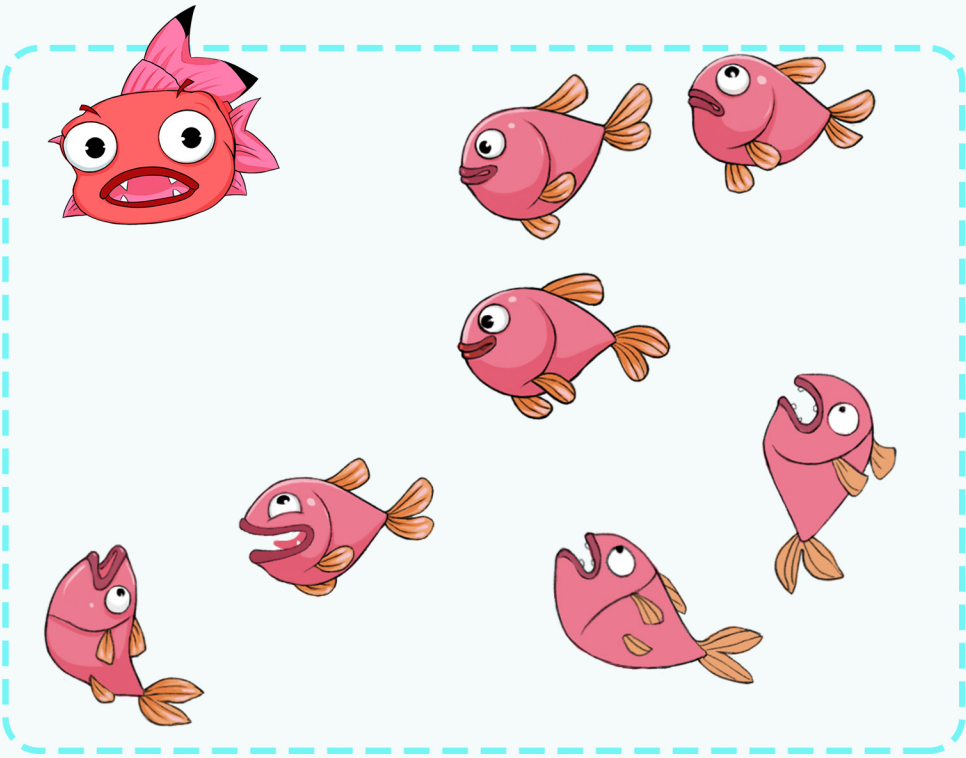
piggy bank



Fish(right) was burnt to a crisp by a bomb



drafts



fish's states

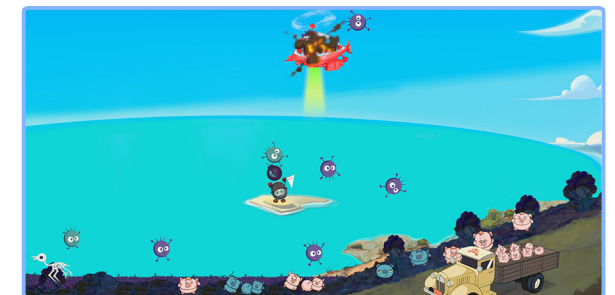


# Coastline Guardian TapTap Spotlight Game Jam project

The software used  

The TapTap Spotlight Plan is a TapTap-hosted initiative to discover and support creative and independent games. The 2025 theme was “Do you think this is a BUG?”

Our team consisted of three members, and I served as both the team leader and main visual designer. After an intensive brainstorming process, we decided to create a playable adventure game. The story is set on Earth in the year 2077, where an alien invasion unleashes a bacterial virus that infects green hogs stranded on a remote island. Players take on the role of rescue flight captains, using laser-powered weapons to eliminate virus-carrying insects and restore balance to the fragile ecosystem.



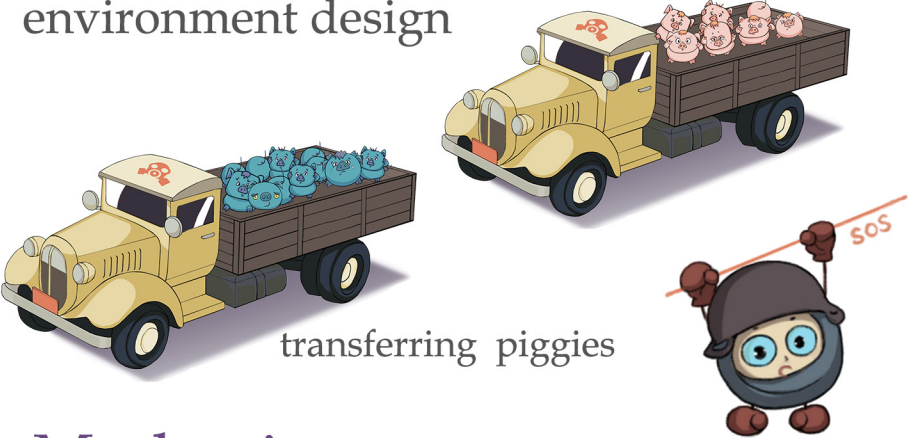
Designed by Yuan Jia  
Oct 10-31, 2025



# Coastline Guardian TapTap Spotlight Game Jam project



environment design



transferring piggies



The game setting:  
Pink piggies are healthy ,  
while the green ones infected  
and awaiting treatment



virus

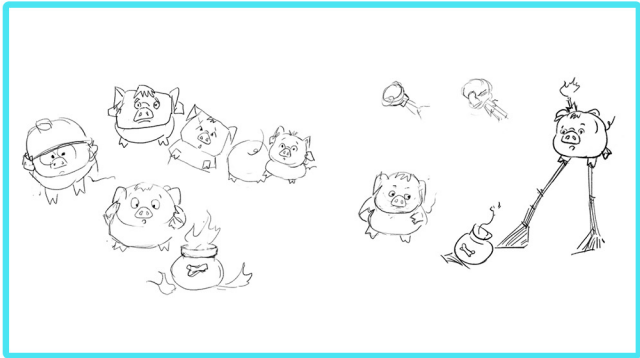
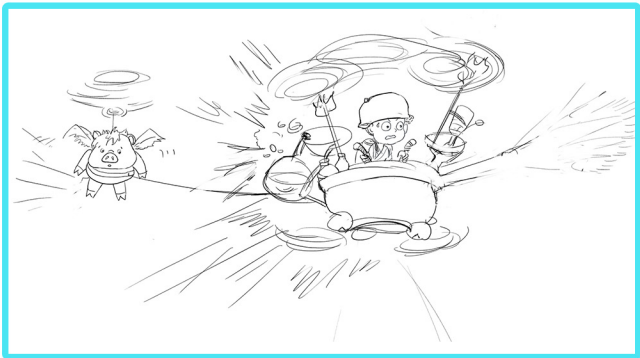
## Mechanics

1. Press J key to use laser-weapons to kill virus
2. A Finite State Machine (FSM) in Unity controls the bird's behavior, making it chase and attack the plane.
3. press LEFT SHIFT to lay a bomb to kill the AI-controlled bird



bird skeleton

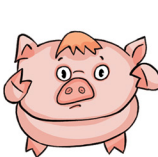
## Concept & Meachanics



drafts



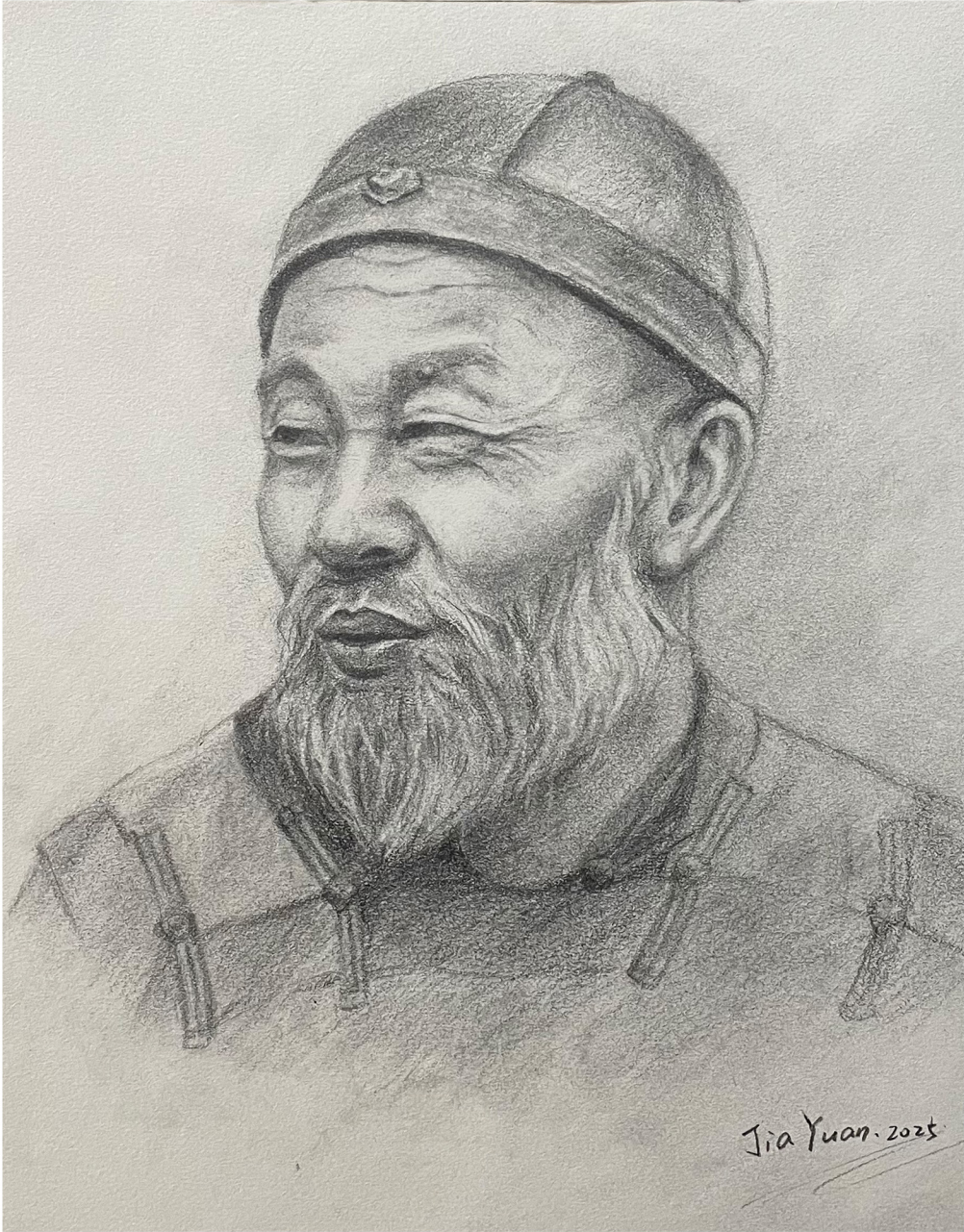
small plane



Designed by Yuan Jia  
Oct 10-31, 2025



Life Drawing



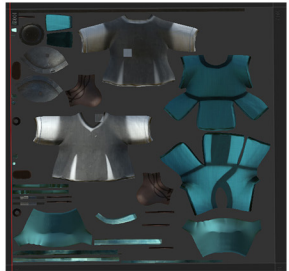
Drawn by Yuan Jia  
2025



# Lucky Boy 3D Character Design

I designed and created this character model in Photoshop and Maya for the story of my current 3D graduation film, I handled the UVs in RizomUV, painted the textures in Substance Painter, and rendered the final model in the Marmoset Toolbag.

The software used



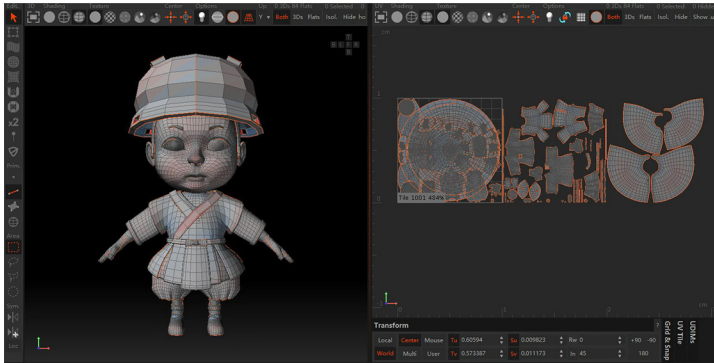
early concept sketches for this ongoing project



character ideation



character model created in Maya



UV unwrapping in RizomUV

Texture painting in Substance Painter



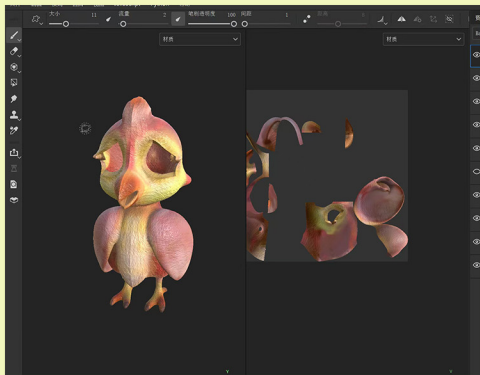
# Character Modeling

## Experimental Project

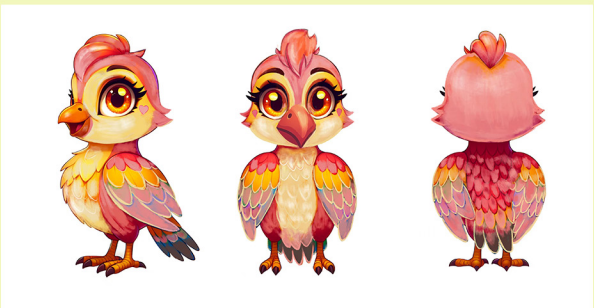
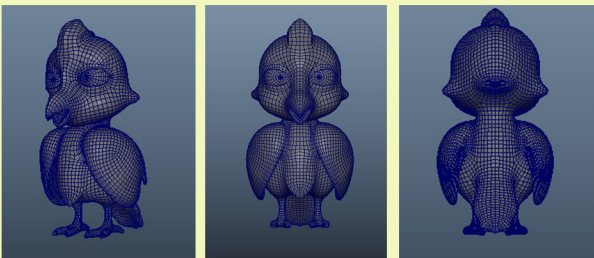
This project was created for one of my college courses, where we were tasked with using AI for early ideation. I generated the initial character concepts, selected two to refine in Photoshop, and rebuilt clean topology in Maya from an AI-generated base mesh.



Initial AI-generated visuals



I also created the texture in Substance Painter.



I started with AI-generated images and enhanced by hand.

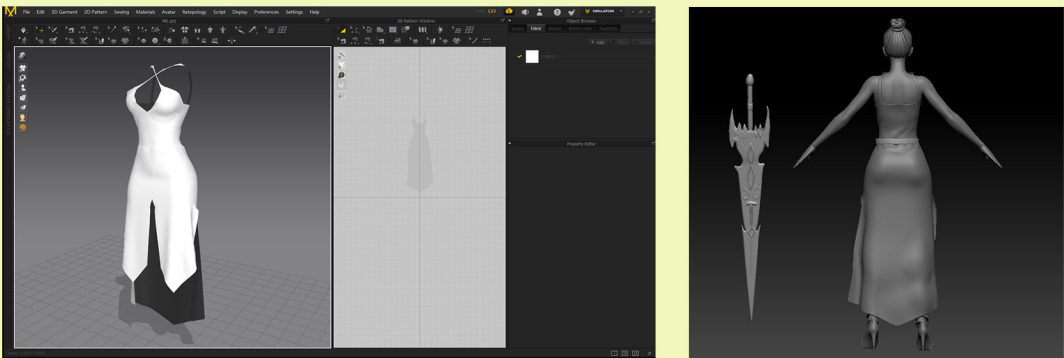
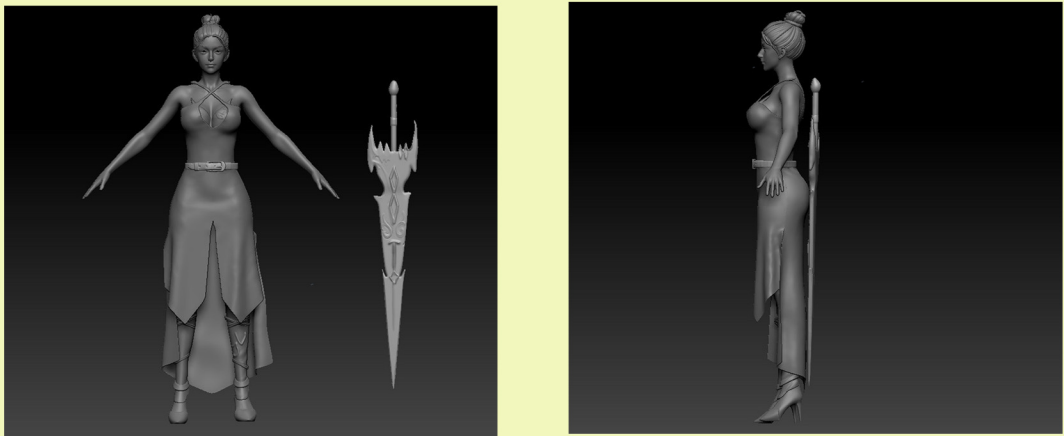


I produced the prototype using a 3D printer.

## Female Warrior

The software used  

This is an assignment I created for a college course , where I used ZBrush for the model and Marvelous Designer for the clothing.



I sculpted the character's body and sword in ZBrush ,and designed the garment in Marvelous Designer.