



XITAO YOU

Technical Art & Game Development

PROFILE

Technical artist and game developer creating Blueprint gameplay systems, procedural environments and engine-ready assets. Combines Unreal Engine, Unity, Houdini and Maya to deliver playable prototypes, reusable terrain tools and finished real-time scenes.

EDUCATION

NABA, Milan

BA in Creative Technologies | 2023–2026

Focus: game development, technical art and real-time production.

SELECTED PROJECTS

OUTLIVE — FPS Roguelite Prototype

2025–2026 | Unreal Engine 5.6 | Solo Project

- Built Blueprint systems for shooting, enemies, health, randomized upgrades, purchasing and UMG interfaces.
- Assembled a complete playable level with marketplace assets; handled balancing, lighting, testing and Windows packaging.

Procedural Arctic Island

Feb 2026 | Houdini · Unreal Engine

- Built a reusable SOP/HDA terrain tool with controls for island shape, size, elevation and erosion.
- Used Houdini Engine to bring terrain into Unreal; developed materials, snow/rock blending, water, vegetation, lighting and renders.

DON'T PULL ME DOWN

Feb 2026 | Unity · Relay | Online Co-op

- Built a two-player co-op prototype in one week: level flow, interactions, UI and animation setup.
- Integrated Unity Relay with an existing multiplayer framework, using third-party code and model assets.

CONTACT



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PORTFOLIO ↗

SKILLS

UNREAL ENGINE 5

Blueprints · UMG · Materials
Niagara · Sequencer
Behavior Trees

UNITY

Relay · Animator · UI
Timeline · URP · NavMesh

HOUDINI

SOPs · HDAs · Terrain · Pyro
Houdini Engine

MAYA

Modeling · UVs · Retopology
Rigging · Skinning · Animation

LANGUAGES

Chinese — Native

English — B1

Italian — B1