

# XIAOXUAN HAN

SAIC BFA 2025



Multimedia Artist / Designer specializing in graphic design, 3D, and visual storytelling. Through art as "ordinary magic", I bring a playful approach to celebrate the alchemy of creation, designing work that inspires joy, shifts perspectives, and reveals the magic in everyday life. Seeking to leverage my expertise to deliver fun and impact.



**Illustration** 2-7,10

Procreate / Ps / Illustrator

**Game Design** 2-5, 8, 10

Unity / Unreal

**Pixel Art** 2-3,5-6

Aseprite / Procreate

**3D** 8-9

Maya / Unity / Unreal

Portfolio

2025

[www.h-xx.website](http://www.h-xx.website)

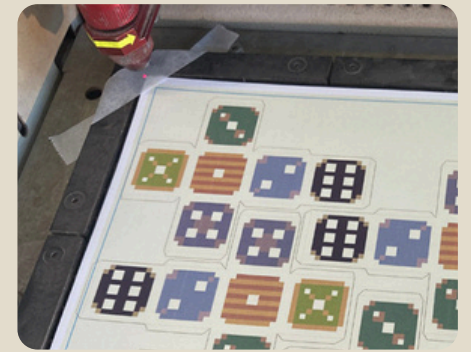
## My Happy Healthy Windy Chicago Life Game

My Happy Healthy Windy Chicago Life is a one-player simulation card game. This game is about life and daily activities, based on my personal experience living in Chicago. The objective of this game is to survive and be healthy and happy. It is a small and seemingly simple goal but can be challenging to achieve, both in-game and in real life. It aims to make players have fun, while also allowing them to reflect on their own life through playing this simulated life experience.

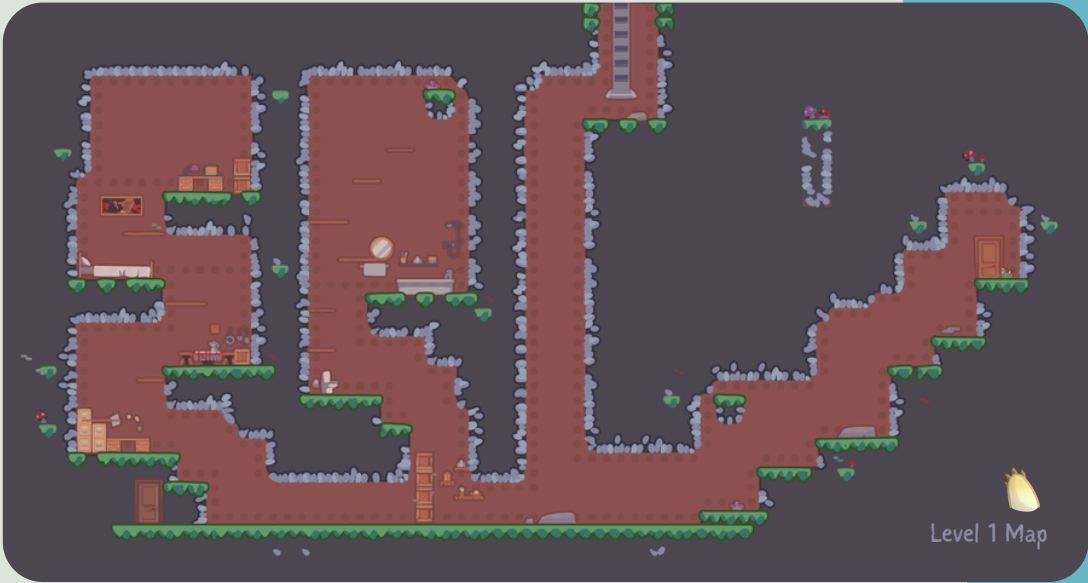




## My Happy Healthy Windy Chicago Life Game



Game Manuals & Illustrations



**Esc** skip cutscene  
pause menu

**J** journal

**Space** continue  
conversation

**MOVEMENTS**

**A** **D** **Space**

**BATTLE**

**R** attack enemies

**E** **R** pick up & throw

**INTERACTIONS**

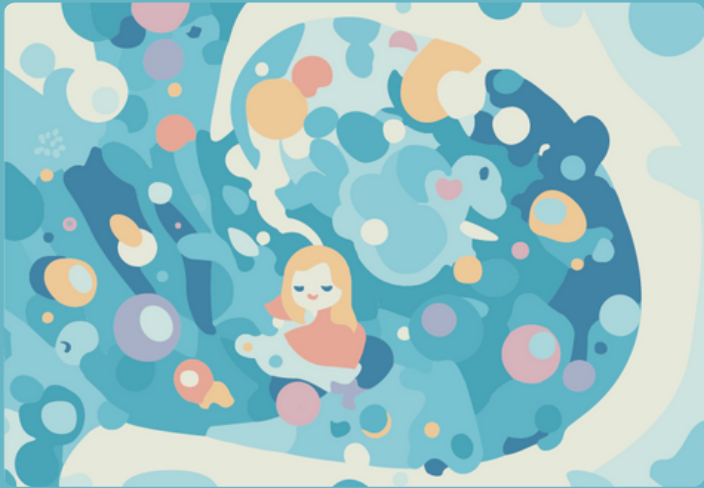
**Tab** **E**

inventory collect interact enter

**PUZZLE**

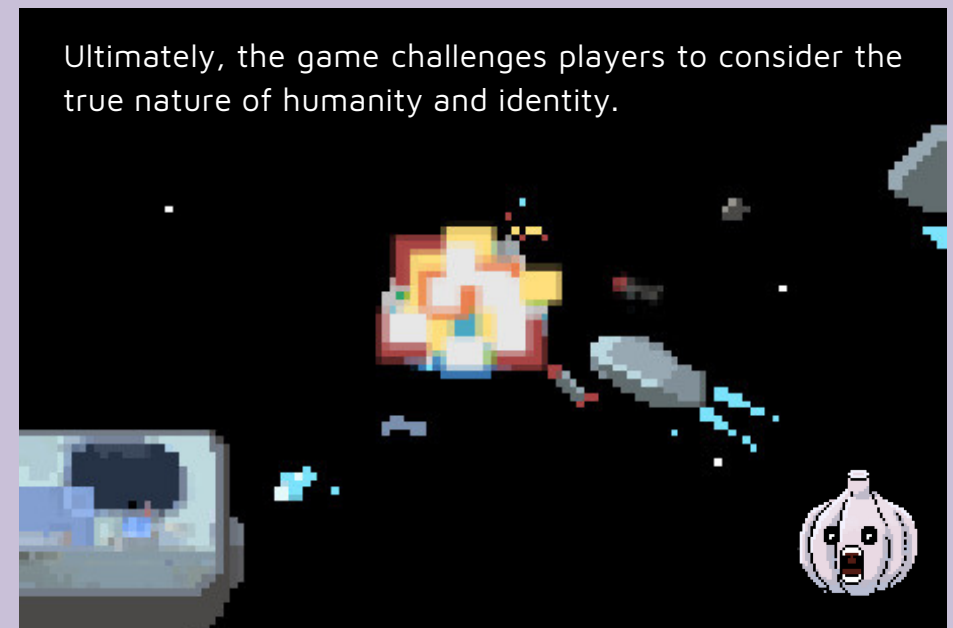
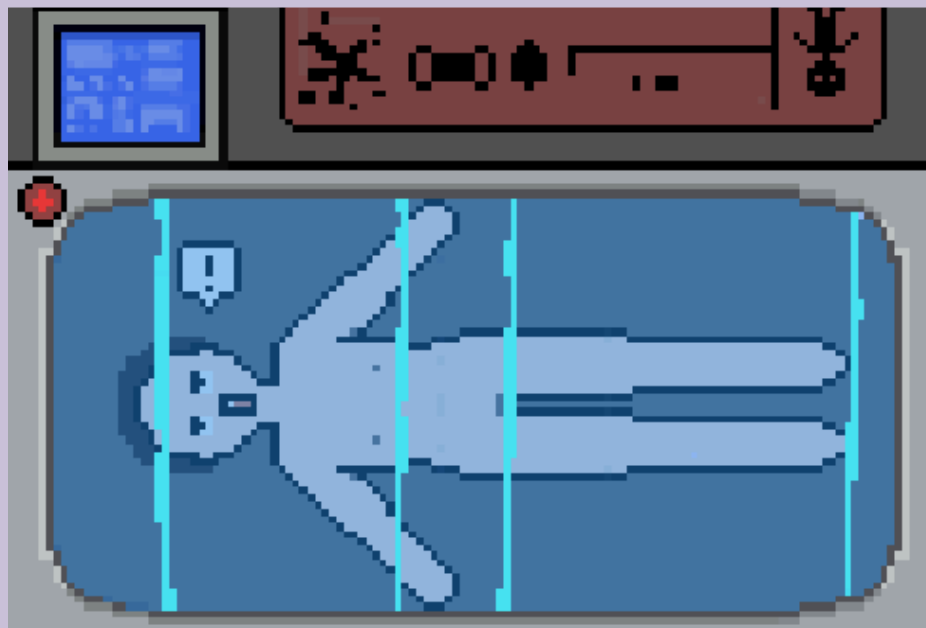
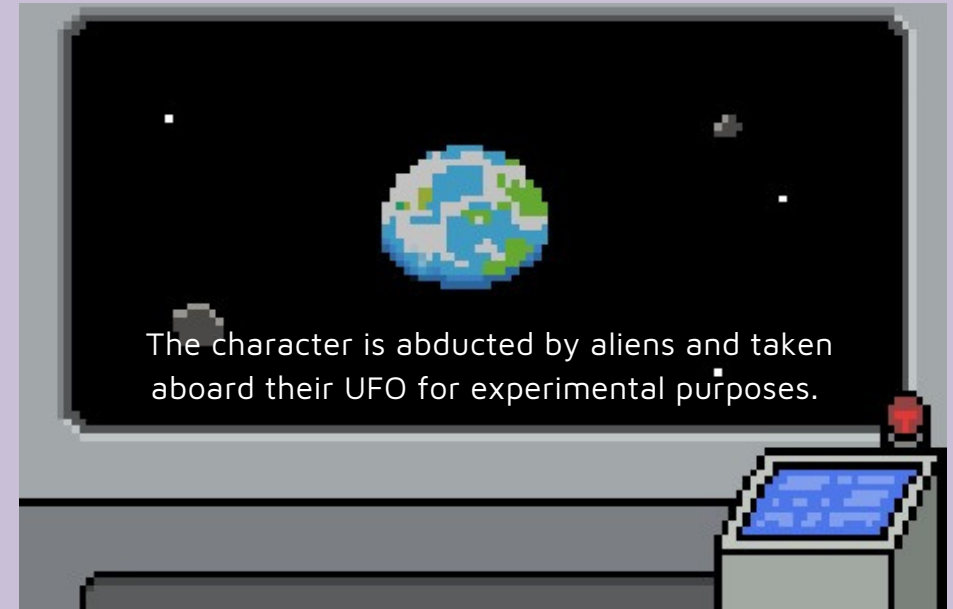
**E** enter  
**Q** exit

Drag an item  
onto key objects to use it





## Human? Aliens? Vegetables!



Pixel Assets





## Mille Bornes Cards Re-skin

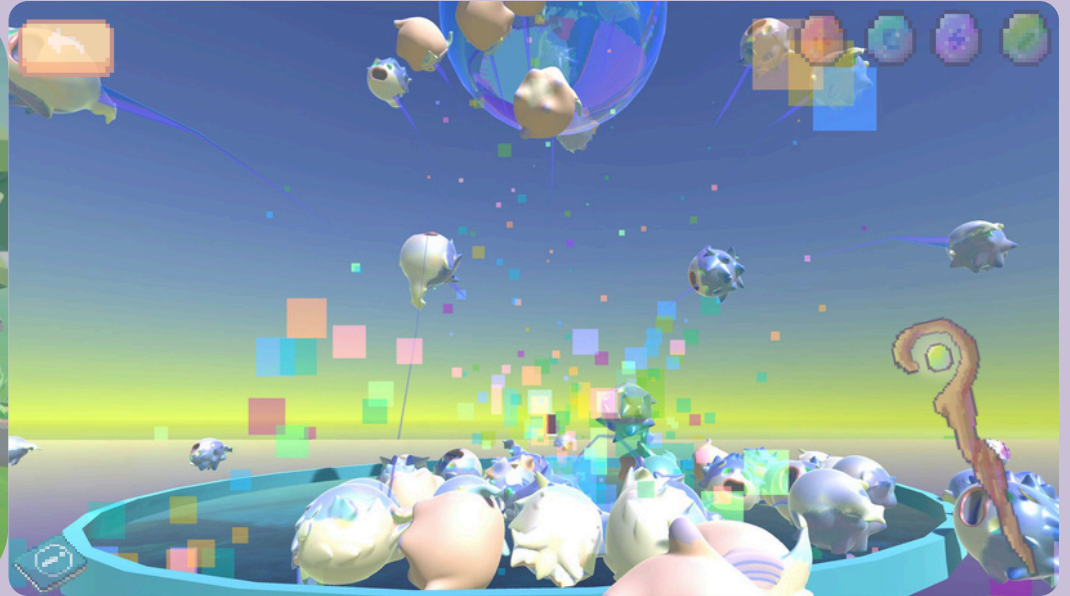


A re-skin project for a classic racing card game — Mille Bornes. Introducing a new visual identity to the game to enhance the functionality, accessibility, and thematic connections without significantly altering gameplay.



By using bright color and modern design elements, the project emphasizes the road as a key background feature, highlighting the game's sense of progression and journey.

## Ordinary Magic



A 3D game project developed with Unity. It transports players into a whimsical realm filled with various scenes that highlight a unique sense of playfulness.

A hidden doorway leads into a world where everyday objects reveal their enchanting nature — a fish tank becomes a portal, a disco ball hovers, and mystical creatures dance. This magical space celebrates fantasy.

In a mythical forest, a shimmering bubble embodies the delicate balance of ecosystems, swirling with vibrant life. As its turbulence grows, reflecting the forest's essence, it eventually bursts, releasing a cascade of light that ignites a surreal transformation.

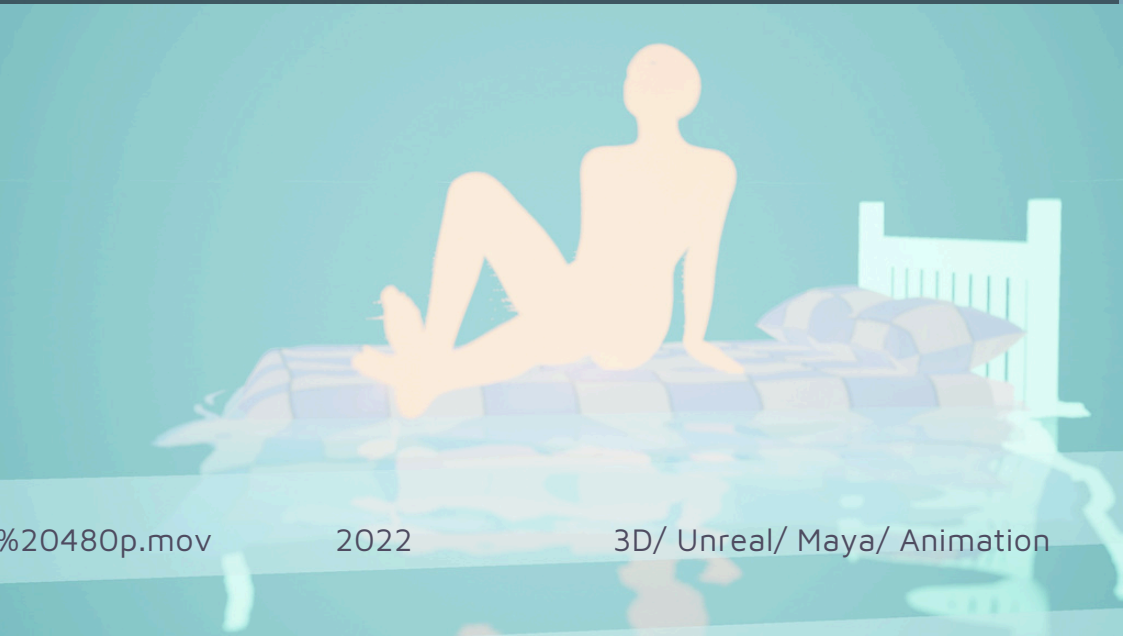


## Light Ocean

In this project, the animations are motion captured and acted by myself. As well as the background music created by myself. It all comes together to create this imagery, which expresses an experience or state somewhere between consciousness and unconsciousness.



The blue represents the liberated mind dancing/wandering through the open environment; the orange is the physical body that needs rest and a sense of security in the contained room.





## FANGS: The Eternal Coven

