Heather Yun

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WORK EXPERIENCE

USC GAMES   **Los Angeles, CA**

2D Character Artist | Unannounced Project   Aug 2024 - Present
- Concept development for character design, props, and animation
- Developed style to create a unique look and improve readability
- Worked with the art team to ensure consistency among team and style guide

2D Environment Artist | Unannounced Project   Aug 2024 - Present
- Designed and illustrated environments and props used in game
- Prepared environment assets for design team in an efficient manner to ensure a smooth pipeline among disciplines
- Adapted work to an established style guide to ensure visual cohesion

Art Director | Bugnauts!   Aug 2023 - May 2024
- Created a unique style guide that aligned with director's vision, scope, and goals
- Oversaw both 2D and 3D art pipelines in creation of concepts to game-ready assets
- Concept development for character design, creature design, and environment/level design
- Translated concepts to final assets through hand-painted textures of 3D Models
- Collaborated with Design, UI, Narrative, and Tech Art teams to ensure that assets created by the Art Team were in line with the overall vision and efficient to implement into engine

OTIS COLLEGE OF ART AND DESIGN   **Los Angeles, CA**

Campus Activities Board: Secretary and Marketing Chair   Aug 2023 - May 2024
- Designed posters and graphic elements to be used as marketing and promotion
- Managed social media accounts, board finances, and chair weekly meetings
- Captured video and picture content to be used for short-form video marketing
- Promoted, managed, and organized several large scale events with 100+ attendees

Classroom Assistant   Jan 2023 - Dec 2023
- Classroom Assistant for Digital Painting
- Assisted students in learning Photoshop, Procreate, and Clip Studio Paint
- Critiqued students on composition, value, color, anatomy, and technique

EDUCATION

Otis College of Art and Design (2020-2024)   **Los Angeles, CA**

Bachelor's of Fine Art, Digital Media: Game and Entertainment   GPA: 3.77
- Dean's List (2020-2024)
- Otis Presidential Scholarship (2020-2024)

SKILLS

- Adobe Creative Suite, Photoshop, Illustrator, After Effects, Autodesk Maya, Z Brush, Blender, Substance Painter, InDesign, Unreal Engine 5, Unity, Clip Studio Paint, Procreate, Canva, Microsoft Office
- 2D Visual Development, 2D Concept Art, 2D Illustration, 3D Modeling, UV Mapping, 3D Texturing, Graphic Design, Video Editing, Team Management, Training