Jya Yan - Environment concept artist/Environment artist for video games

My Website:https://www.jyapsd.com/ ✉ Jyaart930@gmail.com

— COURSE WORK PROJECT —

Jan2021-Apr2022 — CAPSTONE VIDEO GAME DEVELOPMENT
ArtCenter College of Design - Pasadena, CA

-Collaborated with a video game programmer to provide visual inspiration and game desgin in-order to build the prototype of the game.
-Designed characters, visual effects, weapons, game UI, class Logo, story, game opening scene for the video game.
-Presented design ideas and game concept to the industry judges.
-Designed two essential playable environments in the game.
-Used Blender and Zbrush to model a module kit for an interactive 3D environment in the game.
-Used Substance painter, photoshop and painter skill to create texture for 3D assets.

Jan2021-Apr2021 — CAPSTONE ANIMATION DEVELOPMENT
ArtCenter College of Design - Pasadena, CA

-Collaborated on a multi-disciplinary team of 6 including an animation artist, a productive manager and two illustration students.
-Used photoshopt to designed 2D assets, color and lighting for the animation backgrounds.
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Sep2020-Dec2020 — SCIFI-FILM NARRATIVE DEVELOPMENT
ArtCenter College of Design - Pasadena, CA

-Collaborated on a multi-disciplinary team of 7 including an film director, two storyboard artist, three concept artist, one game design students.
-Used Photoshop and blender to design 2D/3D digital assets, color theory and mood for the narrative.

Sep2020-Dec2020 — FORD LINCOLN - SPONSORED PROJECT
ArtCenter College of Design - Pasadena, CA

-Collaborated on a multi-disciplinary team of 5 including an film director, two transportation designer and one illustration artist to creat a short narrative car advertisement.
-Researched current and past luxurious experience and design matters.
-Presented design ideas that represented the Lincoln image of luxury.
-Used Photoshop, Aftereffects,Blender to design 2/3D digital assets, environment, characters for the futuristic transportation.

Dec2011-Apr2012 — RINGLINE TOWN HALL PORTRAIT OF CELEBRITIES
Ringling College of Design - Sarasota, FL

-Used Photoshop to create a digital portrait of the famous American actress, comedian, author and producer -Ali Wenworth for the Ringling College Libery Association(RCLA).
- Presented the portrait to the celebrity in the TOWN HALL lesture.

— SKILLS —

LANGUAGES:

English(Fluent)Mandarin(Native)

SOFTWARE:

Adobe Photoshop
Zbrush
Blender
Substance Painter
Substance Designer
Unreal Engine 4

DESIGN:

2D realistic digital painting
2D environment design
3D environment design
3D organic sculpting
3D hard surface/ organic assets making
organic assets making
Retopology
Traditional oil painting
Graphic sketch

— AWARDS —

ENTERTAINMENT

Department Scholarship - 2019/2020/2022

— EDUCATION —

Anticipated 2022 — BACHELOR OF SCIENCE
IN ENTERTAINMENT DESIGN
ArtCenter College of Design - Pasadena, CA

— EXPERIENCE —

Jan2021-April2021 — TEACHING ASSISTANT,**ADVANCED PERSPECTIVE**
ArtCenter College of Design - Pasadena, CA

-Managed setup of the presses for class demonstrations and lab time.
-Instructed students on developing techniques on making an interactive theme park.
-Draw over students ideations and finished sketches in order to import the quality of their work.