




YUXIN (LUCAS) YANG



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 Photoshop

 Blender
 Hard ...
 Box cu...

 Quixel Bridge


 3D Coat

 3DS Max
 V-Ray

 ZBrush

 After Effects

 Premiere Pro

 Substance 3D
Painter

PROFILE

Concept artist specialized in environment and prop design using 3D and matte painting. I have developed several techniques on my own to streamline the workflow even further.

EXPERIENCE

John Park Mentorship

(Remote) Pasadena, CA, United States

September 2023 - April 2024

Environment Concept Artist internship at Light Chaser Animation

(On-site) 1 Haodi International Art Park, Beijing, China

May 2023-July 2023

- Worked on the White Snake series
- Created environmental keyframe to help art directing.
- Researched and designed props
- Designed environmental sets with structural breakdown.
- Modeled prop layouts to speed up pipelines.

Background Designer at Titmouse Studio

(Remote) Burbank, CA, United States

December 2022 - January 2023

- Worked on a non-disclosure scifi project
- Conceptualized background based on given storyboards
- Collaborated with painters on finalizing the background.

Freelance Concept Designer / Illustrator

(Remote) United States

September 2016 - Present

- Proficiently produced commissioned artwork and conceptual designs catering to a wide array of clientele. Includes but not limit to: book covers for writers; out-sourced projects with indie studio artists.

EDUCATION

Art Center College of Design — Bachelor of Science

Pasadena, CA, United States

Fall 2020- Spring 2024

- Entertainment concept track
- Provost's List Fall 2021 | Fall 2022
- Cumulative GPA 3.78