



DAVID YU

CONCEPT ARTIST



P : 626 390 3870 E : DAVIDYUDESIGN@GMAIL.COM
WWW.DAVIDYU-DESIGN.COM

I design concept ideas and illustrations that are as vivid and alive as the scenes I picture in my mind. With each project I'm involved in, I see to it that it's undertaken efficiently — from the initial brainstorming session and first rounds of sketches all the way to the final artwork. Capable of communicating with clients, I bring their visions to life in my own unique style — combining traditional as well as modern art techniques. For more information please check my portfolio at: www.davidyu-design.com

EDUCATION

2018 / 2022	ArtCenter College of Design - Entertainment Design Bachelor of Science Sep 2018 -- Sep 2022
2016 / 2017	FZD School of Design (Singapore) - Diploma in Industrial Design June 2016 -- June 2017
2010 / 2015	University of Sydney - Bachelor of Visual Arts (Printmedia) March 2013 -- Nov 2015
	University of Sydney - Bachelor of Economics March 2010 -- Dec 2011

EXPERIENCE

2018 / 2018	Sweaty Chair Studio (Block 42) [Sydney] Jan 2018 -- Aug 2018 2D Artist for Games: Block 42, Projection: First Light, Friends Must Dungeon
2016 / 2016	Giant Interactive Group Inc (上海巨人网络科技有限公司) [Shanghai] Jan 2016 -- March 2016 Short term Internship as 2D Artist on mobile game project: Battle of Balls

LANGUAGES

Born in Shanghai, but educated in Sydney since High School. Capable of speaking and writing fluent Mandarin.

EN

English

CN

Mandarin

SKILLS

Capable of using most 2D painting softwares as well as some 3D softwares. Utilized Microsoft Office to perform a variety of duties.

Ps

Adobe Photoshop

M

Maya



ZBrush