



ERIN SHIN

VISUAL DEVELOPMENT & CONCEPT ART

CONTACT

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🌐 erinshin.com

📞 (213)-407-7735

SPECIALTIES

- Concept Art
- Visual Development
- World Building
- Character Design
- Illustration

PROGRAMS

- Photoshop
- Illustrator
- InDesign
- Zbrush
- Maya
- AfterEffects
- Premiere

WORK AND INTERNSHIP EXPERIENCE

2021

Visual Development Artist (Netflix Animation)

Worked on character design, pitch development, worldbuilding, and environment art for Steps, an upcoming animated Feature.

2021

Visual Development Intern (Disney Animation Studios)

Led art direction, lighting direction, environment visual development, and credit illustration for June Bug, the annual intern short.

2021

Concept Artist (Cartoon Network Studios)

Worked on worldbuilding concept art and pitch development for an unannounced animation project.

2020

Visual Development Artist (Taiko Studios)

Worked on various concept art, visual development, character design, and key art pieces for various animated projects/pitches.

2021 -
2022

Art Director, Project Abaddon (Art Center Production)

Led art direction, art production management, visual development, and cinematic production for Artcenter's first game capstone project, Abaddon.

2019

Concept Art Intern (Super 78)

Worked on concept art, visual development, character design, and illustrations for various themed entertainment projects.

EDUCATION

2018 -
2022

Artcenter College of Design

Bachelor of Science (BS) in Concept Design