

Heather Yun

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phone

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EXPERIENCE

ART DIRECTOR | USC GAMES: BUGNAUTS

August 2023 - MAY 2024

- created style guides and developed the game's overall creative vision
- managed team meetings and gave feedback on all art
- developed environment art that directly supported and affected the game's narrative
- worked with other disciplines to create a cohesive pipeline

VISUAL DEVELOPMENT ARTIST | SENIOR PRACTICUM II

August 2023 - MAY 2024

- developed and original IP project
- created character, creature, and prop designs
- used historical and modern reference to create a unique world and vision

2D AND 3D Artist | USC GAMES: EYE 4 EYE

January 2023 - May 2023

- created 2D concept art for in-game props
- modeled and textured props
- worked alongside the narrative team to develop and design characters

EDUCATION

Bachelor of Fine Arts, Major in Digital Media

Otis College of Art and Design | 2020 - 2024

GPA: 3.77

Dean's List | 2020 - 2024

SKILLS

- Adobe Photoshop
- Clip Studio Paint
- Procreate
- Adobe Illustrator
- After Effects
- Maya
- Blender
- Adobe Substance Painter
- Unreal Engine
- Zbrush
- Microsoft Office