

DEVIN YANG

CONCEPT ARTIST & ILLUSTRATOR



CONTACT

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PROFILE

Vibrant Boston-based artist passionate about stylized, colorful art with 2+ years of experience designing for games and animation. Driven by passion, collaboration, and growth.

EMPLOYMENT

Concept Artist - Freelance

Muse Games
May 2021 - Current

Devin Yang
May 2016 - Current

2D Artist - Contract

Asmadi Games
Sept 2019 - March 2021

Character Concept Artist

Iridium Studios
Aug 2019 - Oct 2019

SKILLS

Character Design • VFX
Design • Prop Design
Environment Design
Illustration • Marketing Art
UI Art • Photoshop CC

EDUCATION

Brainstorm Burbank 2021
Character Design - *Qiu Fang*
Fantasy Landscapes - *Joon Ahn*
Design Originality - *Saiful Haque*

Schoolism 2021
Lighting for Story and
Concept Art - *Sam Nielson*

**BFA Game Design
& Digital Art** 2019
Northeastern University
Boston, MA

PROFESSIONAL EXPERIENCE

DESIGN

- **Co-created original fantasy IP** - including cultural, architectural, and NPC explorations - for an unannounced digital tabletop game with Asmadi Games. 8 thematics, 24 characters, multiple rounds of iteration
- Developed projects from sketches to final illustrative renders - including characters, creatures, environments, VFX, and props - maintaining style and quality **consistency**
- Conceptualized story-based character designs **adhering to narrative** briefs
- Spearheaded creation of static and animated marketing assets for Kickstarter campaign
- Strong art fundamentals in drawing, painting, design, and color
- 3+ years of experience as a motion and graphic designer with **exceptional eye for layout** and **visual appeal**

TECHNICAL

- 6+ years of experience in Photoshop, AfterEffects, InDesign, and Illustrator
- Adhered and adapted to clients' **differing art stylization** guidelines
- Worked within animation pipelines, **optimized processes** to better design within production limitations
- Background in graphic design allows me to pitch my work more enticingly when **communicating across disciplines**
- Foundational understanding in 3D art
- Stellar time management, organizational skills, and self-motivated mindset allows me to **deliver work on time** and **within budget**

COLLABORATION

- **Enthusiastically seeks out feedback** to deliver highest quality work
- Openly and **positively maintaining communication** with members across multiple departments to ensure smooth, efficient project development process
- Collaborated with clients via email/phone, Discord, Slack, Trello, etc - to ensure open communication, ongoing feedback, and **revisions to meet their needs**
- Ability to communicate in English and Mandarin