

Kevin Yang

Concept Designer

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Profile

I am a concept artist with a passion for cinematic storytelling, architecture, and world culture. My goal is to create rich, unique environments through the use of 2D and 3D design. I am experienced in both the video game and film pipeline as a concept artist.

Employment History

Environment Artist, RumbleBox, Remote

June 2023 — September 2024

- Pre-vis work on 20+ shots on Griffith Observatory's planetarium show PSU (Pacific Standard Universe)
- Modeled 5 technical scientific instrument 3D models for final production
- Designed 27 shots from early production to final picture, and illustrated 20+ backgrounds
 - Illustrated 20+ backgrounds and animated them in 3D with Blender and 2D in AE
- Illustrated the final shot of the show and marketing material

Lead Concept Artist, NIGHTFALL Studios, Remote

February 2024 — March 2025

- Unannounced FPS Project:
 - Early look development and created style guide
 - Designed hero environments and props, and coordinated work for 3 concept artists

Freelance Creative Designer/Director, Los Angeles

September 2023 — Present

- Currently working with two startups to build their brand and visuals
 - Created assets and built pitch deck for seeding
 - Designed and finalized logos for both
 - Designed packaging and marketing material
 - Modeled, rendered, and created product mockups in Blender for early viz

Education

Entertainment Design, ArtCenter College of Design, Pasadena

September 2021 — April 2025

References

References available upon request

Links

kevinyangart.com

Skills

Adobe Photoshop
Blender 3D
Unreal Engine 5
3DCoat
Communication

Languages

English
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Chinese (Mandarin)
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