KEVIN YANG

3D & CG Artist | Concept & Experiential Designer
Los Angeles, CA | 510.766.3047 | ky232003@gmail.com
Portfolio | LinkedIn

Software (# years of experience):
Rhino 3D (2 yrs) | Blender (5 yrs) | UE5 (2 yrs) | Photoshop (9 yrs)
Illustrator (7 yrs) | After Effects (3 yrs) | Substance Painter (2 yrs) | 3D Coat (1 yr)
Specialties: Fast Ideation Sketching | Concept Art & Illustration | 3D & Animation | Product & Themed Design

SELECTED EXPERIENCE

Ristich Aug 2026 - Sep 2026
Contract 3D Generalist / CG Artist
- Developed two Netflix physical products; reduced a 50-70M-quad film character to under 4M quads while retaining fine detail.
- Built hollow, mold-ready shells with uniform walls, no undercuts, and integrated hinges and moving parts.
- Posed the character, modeled matching custom parts, and pitched design variants with Substance Painter renders.
- Produced short product animations for aerospace investor pitches, from materials and lighting to final renders.
- Created materials, lighting, and product renders for a mobile EV fast-charging system.

TOHO Animation / Highfive & Hot Dogs Mar 2026 - Jul 2026
Experiential & Environment Designer | Anime Expo 2026
- Designed a 3,000-square-foot Anime Expo booth, from concepts and spatial layouts to 3D visuals.
- Coordinated design development with five IP teams and TOHO management in Japan and the US.
- Delivered all final print and assembly assets at full resolution and coordinated with builders through completion.

RepClash May 2026 - Present
Designer / Art Direction
- Set character art direction and built 10 models on a shared rig with custom muscle controls and variable body types.
- Directed outsourced production of 35+ character animations and movements; created custom Blender VFX.

NIGHTFALL Studios Feb 2024 - Mar 2025
Concept Artist
- Established the visual direction and style guide for a UE5 FPS; designed hero environments and props and coordinated three concept artists.

RumbleBox Jun 2023 - Sep 2024
Environment Artist | Griffith Observatory
- Designed 27 shots, illustrated 20+ backgrounds, and modeled five scientific instruments for Pacific Standard Universe; supported previs for 20+ shots.

ADDITIONAL EXPERIENCE

Freelance Creative Designer / Art Director | Sep 2023 - Feb 2026
Developed concepts for 4+ short films and ads, plus branding, packaging, pitch visuals, and 3D product mockups.

EDUCATION

ArtCenter College of Design | Entertainment Design - Concept Design | 2025