

Yiwen Sun

VISUAL DEVELOPMENT ARTIST

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SUMMARY

Visual development artist skilled concept art, 2d game art, and illustrations. Detail-oriented with strong time management skills, experienced in professional collaboration, pipeline management, and various technical software.

PROJECTS & EXPERIENCE

Visual Development Artist - Baapolis (2023-Present) - 137Ewes Productions

- Develop concept art for environment and architectures using Photoshop, SketchUp, Keyshot.
- Design compositions, colors, and lighting and drawing Keyframe painting for the animation project.

Visual Development Artist - My Kind (2021-Present) - Personal Project

- Develop the initial script and concept. Design characters, props, environments. Create storyboards, storybeats, and color codes.
- Use Sketchup, Blender, and Keyshot to build and render 3D models for concept art-use.

Freelance Illustrator - (2016-Present)

- Create animal, creature, and character illustration commissions based on clients' descriptions with Photoshop, Daz3D, KeyShot, Paint Tool Sai for individual and personal use.

Concept Artist - AAU Stronghold Vault (2019)

- Produced concept sketches, detailed finished artworks of props and environment concept arts for the 3D artists.

Game and UI Artist - Global Game Jam China x CiGA (2018)

- Communicated and worked with the team to create the game concept, designed, and drew UI and artworks within 48 hours.

ACHIEVEMENTS

Spring Show Exhibition - Academy of Art University, San Francisco

- 1st Place Online Animation, Visual Development (2022)
- Runner Up MFA Environment and Vehicle, Visual Development (2022)
- Featured Artist Game Development (2019)

EDUCATION

MFA in Visual Development

Academy of Art University
(2020-Present)

BFA in Game Development

Academy of Art University
(2014-2019)

SKILLS

Art + Design

Prop & Environment Design
Character & Creature Design
Illustration
Thumbnails & Sketching
Storyboarding
Keyframe Concept Art
UI Art
Quick 3D Base Building & Sculpting

Interpersonal

Highly Organized
Problem Solving
Self-Motivated
Team Communication

Tools

Photoshop	SketchUp
Illustrator	KeyShot
Paint Tool SAI	Blender
Daz3D	ZBrush
Maya	3D Coat

Languages

English (Fluent)
Mandarin (Native Language)

HOBBIES

Visiting Natural History Museums for fun and to study animal anatomies.

Playing simulator or story-focus Video Games to enjoy interactable experiences in different virtual worlds.