

Kevin Yang

Concept Designer

✉ ky232003@gmail.com

📍 Pasadena, California

☎ 1.510.766.3047

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 Concept Artist, RumbleBox, Remote

June 2023 — September 2024

- Pre-vis work on 20+ shots on Griffith Observatory's planetarium show PSU (Pacific Standard Universe)
- Designed 27 shots from early production to final picture, and illustrated 20+ backgrounds
 - Illustrated 20+ backgrounds and animated them in Blender and AE
- Illustrated the final shot of the show and marketing material

Lead Concept Artist, NIGHTFALL Studios, Remote

February 2024 — Present

- Look development on the main props/environment for an unannounced FPS game in UE5
- Designed all of the environments to pass on to modelers for the same IP

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

3DCoat

Ability to Work in a Team

Communication Skills

Adaptability

Languages

English



Chinese (Mandarin)

