

# Jenelle Yuan

Illustrator and Concept Designer

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## Contact

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## Skill

**Language** English, Chinese(Mandarin)  
**Software** Blender, Maya, Unreal Engine 5, Photoshop, Indesign, Illustrator, Premiere Pro, After Effect  
**Physical Clay Modeling:** Ceramics, Figurine Production

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## Education

**December 2021** **Bachelor of Science in Entertainment Design, focus on Concept Art**  
*ArtCenter College of Design - Pasadena, CA*

**Anticipated graduation in 2025** **Associate of Computer Information Science**  
*Pasadena City College - Pasadena, CA*

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## Work History

**October 2022 - Present** **Production Assistant / Concept Designer - Ming Creative Studio Inc/MIXEL MEDIA (Los Angeles)**  
Theme Park Project: E-sports - Environment Design

**February 2023 - April 2024** **2D Artist / Concept Designer - 3MetaD (Remote/ San Francisco)**  
- Character, costume, prop design  
- guessing future

**December 2022 - July 2023** **Comic Artist - Tan Comics (China)**  
- Coloring and helping to adjust linework.

**September 2021 - March 2023** **Concept Artist/Designer - Kitchen Kauldron (Los Angeles)**  
- Selected by alt.ctrl, GDC 2023, and result as Audience Award Winner.  
- Nominated by IndieCade2022.  
- Brainstormed different ideas and images for new gaming concepts(All the ingredients including 3D modeling and half of the props and characters).  
- Concept design and physically build a themed game (containing both physical games and digital games) with a game design team.  
- Collaborated with team members, including art director, artists(2D and 3D), animators, design, and engineers.  
- Maintain consistency of the appropriate style across projects needed, under the direction of the Art Director.Successfully produce concurrent and competing projects in a fast-paced environment.

**May 2017 - Present** **Freelance Concept Artist / Illustrator**  
- Character, Prop, environment design for games.  
- Illustration, Poster, Logo designs for online stores, individual costumers, Education industry, etc.

**2017 - Present** **Art Counselor/ Teacher/ Lead Administrator - Ming Creative Art Adacemy (City of Industry)**  
- Helping Portfolio Preperation Students to work on their portfolio.  
- Part of graphic design team for flyer, postcard, ppt, website, etc.  
- Work closely with all departments internally, and over 100 costumers externally to keep the school run smoothly.  
- Double the student enrollment during 2021.