

KIMI YIP

Game Artist & Designer

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Education

Honours Bachelor of Game Design

Game Design Program – GPA: 3.89

Sheridan College | 2016 – 2020

- Co-op: SIRT

- Capstone: Trash Panda Games

Achievements

Bu:Star 부스타

First Place | 2019

Sheridan Sprint Challenge

First Place Runner-Up & Best in

Discovery | 2018

Design

Illustration

Concept Art

Graphic Design

UI Art & Design

UX Design

3D Modelling

Texturing

Tools

Photoshop

Illustrator

Maya

Microsoft Office

Substance Painter

Unity

ZBrush

Jira

Confluence

Miro

Experience

2D & 3D Art Generalist

Snowlight Studio Inc | May 2022 – May 2023 (Contract)

- Concept unique pets, environment pieces and accessories designed specifically for the game's world and art style
- Creating 3D pets based on finalized, approved concepts, which includes Modelling, Rigging and Animating in Maya, Texturing in Substance Painter and importing and setting up in Unity
- Develop UI screen concepts and create storyboards for cinematic scenes

3D Environment Artist Intern

SIRT Center | Apr 2019 – Aug 2019 (Co-op)

- Successfully communicate and worked in a team of 7 on a consumer project for a major VFX company
- Create a large 3D environment utilizing the most efficient pipeline when developing high to low poly models based on research
- Follow supervisor's instructions effectively by gaining critical feedback and successfully creating the team's visioned art style for the project

2D Artist Intern

JellySnow Studio | Aug 2018 – Aug 2019

- Assist in designing and creating 2D art assets based on art lead's requirements
- Efficiently and effectively worked in a team of 3 to complete game development on time for Bu:Star 2019 competition
- Awarded first place in Bu:Star 2019
- Partnered and Published with Neowiz: Game released on Steam Feb 2020

Marketing Administrative Assistant and Graphic Designer

Sol Cuisine | May 2013 – Mar 2019

- Complete time sensitive projects by working successfully with a team in a professional setting
- Design and create promotional marketing materials for marketing & sales department for daily use

Projects

BackShot – 3D & UI Artist

Trash Panda Games | Sept 2019 – Apr 2020

- Worked in a team of 6 effectively to design and develop a VR game following a list of requirements set by our sponsor: Another Reality
- Responsible for creating optimized 3D game assets for VR, 2D UI art and decision of game's environment colour layout

Friend Ships – 2D & 3D Artist & Game Designer

Holland Bloorview Hospital Screenplay | Feb 2018

- Effectively worked in a team of 5 to design a game with unique elements under a list of specific requirements, which resulted in Second Place Overall and Best in Discovery Award
- Responsible for completing 2D and 3D assets creation under a tight deadline
- Successfully communicate art direction to team
- Game released at Holland Bloorview Hospital