

Jenelle Yuan

Illustrator and Concept Designer

Contact

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Skill

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

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

Work History

October 2022 - Present **Production Assistant / Concept Designer - Ming Creative Studio Inc/MIXEL MEDIA - Part-time (Remote)**
Film Project: *Zheng He Goes to the West (郑和下西洋)* - **Concept Design** (Pre-production)
- One of the ideas was highly recognized by the client, resulting in the project timeline extending from 3 to 4 months.
Theme Park Project: E-sports - **Environment Design**
- Contributed to visual development, focusing on environmental storytelling and prop design.

February 2023 - April 2024 **2D Artist / Concept Designer - 3MetaD (Remote/ San Francisco)**
- Designed characters, costumes, and props for game environments.
- Assisted in brainstorming and visualizing concepts for an upcoming game release.

December 2022 - July 2023 **Comic Artist - Tan Comics (China)**
- Responsible for coloring and enhancing linework, ensuring visual consistency and quality for publication.

September 2021 - March 2023 **Concept Artist/Designer - Kitchen Kauldron (Los Angeles)**
- Recognized at industry events:
- **Audience Award Winner** at GDC 2023.
- **Nominated** at IndieCade 2022.
- Developed and implemented game concepts, including 3D modeling and physical design for hybrid games.
- Successfully collaborated with art directors, designers, and engineers to deliver polished, cohesive visuals under tight deadlines.
- Maintained visual consistency across game assets, balancing creative input with project goals.

May 2017 - Present **Freelance Concept Artist / Illustrator**
- Created characters, props, and environments for games and animation projects.
- Designed illustrations, posters, and logos for diverse industries, including education and entertainment.

2017 - Present **Art Counselor/ Teacher/ Lead Administrator - Ming Creative Art Adacemy (City of Industry)**
- Mentored **portfolio students**, guiding them toward college preparation success.
- Managed graphic design for school branding (flyers, postcards, websites).
- Collaborated with internal teams to ensure smooth school operations, resulting in a 100% increase in student enrollment during 2021.