

GWEN YEH

Commercial Graphic Designer & Multi-Media 3D Artist for hire
Seattle, Washington

_Summary

Versatile designer/artist for creative concepts, specializing in unique characters and environment designs for games, films, or any entertainment media;

Also specializing in commercial advertising graphic designs, focusing on brand identity and messaging for both digital and print mediums.

Familiar with CSS, HTML, most graphic softwares and can learn new ones quickly.

_Specialties

- 3D Environmental Assets Modeling & Texturing
- Logo Designs
- Character Design and Illustrations
- Web Interface Graphics
- Adobe Photoshop
- Adobe Flash
- Z-Brush
- Painter
- Autodesk Maya
- 3D Studio Max
- Blender

_Experience

Gender Justice League

Graphic Designer
May 2017 - Present
Greater Seattle Area
Logo artist and web media graphic designer.

ArenaNet

Artist
April 2008 - May 2016 (8 years 2 months)
Bellevue, WA
Environmental modelling and texturing for in-game assets and effects.

Zindagi Games

Artist
February 2008 - April 2008 (3 months)
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Camarillo, CA
Environmental modelling and texturing for in-game assets.

2K Los Angeles

Artist
March 2005 - February 2008 (3 years)
Camarillo, CA
Player model texture artist. I take photographic data from proprietary 3D scans and make all the necessary corrections to it's texture so that it appears as seamless and realistic as possible in-game.

_Education

The Art Institute of California-Orange County
BA, Media Arts and Animation · (2001 - 2005)

John A. Rowland - Animation Curriculum
GED, Animation · (1998 - 2001)

Mt. San Antonio College
N/A, Figure Studies, Media Graphics · (1999 - 1999)

_Contact

FACEBLUR@GMAIL.COM

(206) 883 - 1133

www.linkedin.com/in/faceblur (LinkedIn)

www.faceblur.com (Portfolio)

_Languages

Mandarin

English

_Publications

Guild Wars 2

Sports Champions

MLB 2K6 - 2K8

NHL 2K6 - 2K8

2 Artwork submission for Exotique

2 Artwork submission for D'artiste