

DOROTHY YANG

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Portfolio:
dorothyangart.com

PROFILE

Adaptable and team-oriented concept artist, illustrator, and generalist designer. I aspire to apply my skills to ambitious new projects.

EXPERIENCE

Lead Designer, Kickstart Entertainment (Vancouver, BC) — 2023-Present

Designing environments, characters, props, and effects for a CG animated series. I also paint colour scripts and review the work of other designers.

Character Designer, Bardel Entertainment (Vancouver, BC) — 2017-2022

Designed characters, props, and effects for CG animated series and features. I also created concepts and illustrations for marketing.

Freelance Concept Artist & Illustrator, Wonderstorm Inc. (San Francisco, CA) — 2020-2023

Developed character, creature, and weapon concepts for a mobile RPG game. I also explored visuals for gameplay features, and created illustrations for marketing purposes.

Freelance Concept Artist, Robot Entertainment (Plano, TX) — Sep-Dec 2022

Developed character, creature, and weapon concepts for a mobile RPG.

Freelance Illustrator, Fandom (San Francisco, CA) — 2020-2022

Created full and partial illustrations for printed media.

Animation Intern, Wildbrain Studios (Vancouver, BC) — 2016

Laid out key animation in Adobe Flash for a 2D animated series.

SKILLS

- Strong draftsman, and solid grasp of anatomy, colour, composition
- Digital software proficiency (Adobe Photoshop, Procreate)
- Experience working in a variety of media (CG animation, games, and print)
- Strong research skills
- Collaborative designer with excellent verbal communication skills

EDUCATION

Capilano University (Vancouver, BC) — Diploma 2D Animation & Visual Development, 2017

McGill University (Montreal, QC) — B.A. Art History, 2015

REFERENCES

Available upon request.