



jeffyu20@gmail.com | (770)-241-7464 | www.jeffyuart.com

With over a decade of multimedia design experience, I provide 2D and 3D visual development services for games, animation, and film. My body of work features a wide range of visual styles from photo-realistic matte compositions to anime and manga/illustrations.

WORK EXPERIENCE

VR CONTENT ARTIST

Pulseworks LLC

October 2018 – Current

- Involved in VR previsualization to production using Maya, Substance Painter, Zbrush, and Unreal Engine
- Collaborated with Georgia Aquarium to design the Virtual Reality simulator space.
- Graphic Design and Video Artist for the Pulseworks marketing team.

ART LEAD

Slothique LLC

October 2018 – Current

- Art Lead for Background and Props. 2D Animation Compositor for the *MINE* animated pilot in collaboration with Rise Homes and the Ford Foundation that debuted at Tribeca.
- Implementation of 3D and real-time rendering processes for production.
- Lead Illustrator and Storyboard Artist for *Six Degrees* with Mike Rowe.
- Music video background illustrator for music artist Cara O'Neal.
- Graphic Designer for Hall Mark movies such as the *Great Christmas Switch* (2021).

CONCEPT ART & GRAPHIC ARTIST

CoolMiniOrNot Inc.

October 2013 – September 2018

- Character, Props, Environment, Vehicle art for various board game and card game titles.
- Cover Art Illustration
- Created the UI elements and graphic design for the Xenoshyft Mobile App game released on STEAM
- Graphic Design for promo materials, kickstarter, conventions, logo/branding.

LEAD CONCEPT ARTIST & PROJECT MANAGER

Black Haze Studios, LLC

March 2015 - February 2018

- Story and writing development, visual development, game development, team lead
- Script Writing, Concept Art, Storyboarding, Unreal Engine level layout, 3D animation

CONTRACT CONCEPT ARTIST

TRICK 3D

January 2018

- Quick turnaround polished pre-visualization concept art for a Delta Airline VR experience.

CONTRACT LEAD ILLUSTRATOR

Nimble Giant LLC

June 2017 - July 2017

- Created illustrations, and prepared the files for animation used in the 2018 Little Mermaid feature film released on August 17, 2018.

CONTRACT CONCEPT LEAD

Enraged Entertainment

June 2013 - March 2015

- Created concepts and turn around sheets for 3D modeling
- Managed team of concept artist and coordinated with the 3D department.
- Graphic art for menus, in game HUD, mock ups, website

CONTRACT STORYBOARD ARTIST

Persistence of Vision Pre-Vis

<http://persistenceofvision.com/>

June 2011 – August 2011 (3 months)

- created stylized previs storyboards for Real time animated TV series *Zafari* distributed by NBC/ Dreamworks 2018.

CONTRACT PRODUCT DESIGNER

Imprint Creations o/a Juniper

September 2021 – Current

- Created product concepts and manufacturing blueprints for major social media influencer brands with millions of subscribers such as Mark Rober (20.5M), Slogo (10.5M), VerbalAse (4.3M), MeganPlays (3.5M), CG5 (2.94M), SixenTV (92K)

ADJUNCT LECTURER (DIGITAL PAINTING)

Penn State University

January 2022 – May 2022

- Instructor for 15 week semester virtual digital painting course

VOLUNTEER EXPERIENCES

BUSINESS DIRECTOR

ASIFA-South

March 2019 - Current

EDUCATION COORDINATOR

ASIFA-South

April 2019 – March 2019

CAF COMMITTEE

ACM SIGGRAPH

July 2017 - August 2017

- Invited to be part of the Computer Animation Festival Committee involved with reviewing animated shorts featured at the 2017 SIGGRAPH conference attended by over 7000 industry professionals from studios such as Polygon Pictures, Pixar, and SquareEnix.

SIEGECON PORTFOLIO REVIEWER

Georgia Game Developers Association

October 2017

EDUCATION

OHIO UNIVERSITY

OMBA Entrepreneurship/Entrepreneurial Studies

2019 – 2021

SAVANNAH COLLEGE OF ART AND DESIGN

Double BFA, Animation, Sequential Art

2007 – 2012

CGMA MASTER ACADEMY

Vocational, Foundation and Design Program

Certificate in Sketching I, Intro to

Perspective,

and Anatomy I

2014

LANGUAGE

English, Mandarin Chinese

SKILLS

2D

Concept Art, Matte Painting, Storyboarding, Illustration, Graphic Design, Comic Book/ Graphic Novel Production, Mobile App UI, Product Design

3D

Modeling, Animation, UV Mapping, Texturing, Rigging, Lighting, Level Design, Product Visualization, Unreal Engine Blueprint & Sequencer

SOFTWARE

Unreal Engine 4 & 5, Maya, Zbrush, Substance Painter, Motion Builder, iClone, Blender, iClone Pro, Photoshop, Illustrator, InDesign, After Effects, Canva, Storyboard Pro