Seungmi Yang

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PROFILE

Digital artist with four years of experience in creating games with a diverse set of teams. Specializes in 3D animations with multiple backgrounds in concept art/illustration and 3D modeling. Proficient in many industry-standard tools including Adobe Suite, Maya, Unity, and Unreal Engine. Experienced in programming languages such as HTML, CSS, JavaScript, and Python.

EDUCATION

Game Design, New York University   New York City
Bachelor of Fine Arts – Class of 2025   Sep 2021 — May 2025

- Minor in Web Design and Applications
- Cumulative GPA: 3.6

EMPLOYMENT HISTORY

Pigeons at Play   Remote
Game Artist   Sep 2023 — Present

Provide visually compelling art and animation assets that contributes to *Mycopunk,* currently signed under *Devolver Digital*.

- Developing game in Unity.
- Conceptualize in-game weapons and buildings in Adobe Photoshop/Blender and animate in Maya.

NYU Game Center   New York City
Game Librarian   Sep 2021 — May 2025

Collaborate with fellow staff/faculty to host and manage the Game Center Library.

- Facilitate Playtest Thursdays every week, providing an environment for game makers to test their games.

COURSES

Major Studio Fall/Spring   Sep 2023 — May 2024
GAMES-UT-601/602

- Created rapid, one-week game prototypes independently in response to prompts or constraints given by the instructor.
- Formed into small teams to produce playable 'proof of concepts' using successful prototypes, which could later be developed into a full game.

Capstone   Sep 2024 — Present
GAMES-UT-1000

- Collaborate year-long with a larger team to produce an official online multiplayer experience.
- Create 3D modular kits in Blender for buildings and structures.
- Practice the use of Agile Sprint planning, an industry standard for collaborative processes.

HONORS

Best Visuals Award   Feb 2023
Global Game Jam 2023

Award granted by *Coexist Gaming NYC*.

SKILLS

Adobe Photoshop, Maya, Blender, ZBrush, Substance 3D Painter, Unity, Unreal Engine 5, GitHub, HTML, CSS, Javascript, Python