

# Yilin She

Visual development | Illustration | Environment Art

Pasadena | Shenzhen

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## Education

Bachelor of Fine Arts

09/2019 - 04/2020

Game Art

Laguna College of Art and Design- Laguna Beach, CA

Bachelor of Fine Arts in Illustration

01/2021 - 04/2025

Entertainment Art

ArtCenter College of Design - Pasadena, CA

## Experience

CoreBlazer Game Jam - Indie game work in progress

02/2025-05/2025

- Work a series of pixel illustrations of the environment, using Aseprite to create character moving animation.
- Developed concept sketches of characters
- Setting color palettes, determine style guide for the whole project
- Collaborate with writers and programmers to align designs with the project narrative and technical requirements.

Freelance Illustrator

05/2023 - present

- Design custom commissions and finish illustrations for clients
- Communicating with clients to refine their concepts. Have 40+ orders completed so far.
- Have good time management to corporate deliveries, 100% fulfillment and on-time rate.

Course Project PEARL MAIDEN

01/2023

- Lead character design for the collaborative animation project, creating concept sketches, character sheets and style guides to ensure visual consistency.

## Technical Skills

- Design&Communication: Character Design, Visual Develop, Background Painting, Storyboard, Traditional Painting in Acrylic, Gouache, and Oil, Group Communication
- Software: Blender, Sketchup, Autodesk 3DS Max, Photoshop, Procreate, Sai, Aseprite
- Language : Chinese (Native), English (Fluent)