

Wendy Yoon

Concept Artist

Wendy Yoon

Pasadena, CA
United States

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Summary

Concept artist with 7 years of experience designing characters, creatures, environments, vehicles, and props in a wide range of styles from realistic to stylized.

Skills

Adobe Photoshop: *Proficient*

Experience

Freelance / Concept Artist

SEPTEMBER 2014 - PRESENT

Paramount Pictures / Storyboard Artist

JUNE 2019 - DECEMBER 2021

Created storyboards for several attractions at major studio theme parks in Asia.

Gadget-Bot / Apex Legends / Valorant / Call of Duty / Concept Artist

AUGUST 2020 - MAY 2021

Designed and illustrated weapon skins, character banners, and game assets for *Apex Legends*, *Valorant*, and the *Call of Duty* series.

Mycotoo / Unannounced Projects / Concept Artist

NOVEMBER 2016 - AUGUST 2021

Worked on storyboards and key art for guest experiences at major studio theme parks and attractions in the United States, the Middle East, and Asia.

City Neon / Concept Artist

JANUARY 2021

Worked on creating storyboards and key art for a major studio theme park in Asia.

The Mill / Concept Artist

Apex Legends | MARCH 2019

Worked with the creative director and producer to create keyframe art for an EA's *Apex Legends* "Battle Charge" cinematic.

Apex Legends | SEPTEMBER 2018

Worked with the creative director and producer to create cinematic keyframe art for EA's Apex Legends reveal cinematic.

Bezark / Freelance Concept Artist

DECEMBER 2018 - PRESENT

Developed stylized characters and key art for a proposed themed venue in Asia.

Deck Nine Games / Life Is Strange: True Colors / Concept Artist

SEPTEMBER 2018

Produced in-game artwork for many of the albums, posters, magazines, and stickers for the record store.

Laundry / Concept Artist

"Billie Eilish x Adobe" Ad | APRIL 2019

Worked with the art director and producer to create storyboards and creature designs for the Billie x Adobe ad campaign.

Lifetime: American Princess | FEBRUARY 2018

Worked with the art director and producer to create character concepts for Lifetime's "American Princess" teaser trailer. Also created orthographic views for 3D models.

Argentum Age / Freelance Concept Artist

JANUARY 2016 - NOVEMBER 2017

Created illustrations for an indie card game.

West Studio / Freelance Concept Artist

Hitman | APRIL 2016

Worked on top of provided 3D assets using photo manipulation to create prop concepts; this included front and back orthographic views as well as finished paintings to be used as reference for modeling and texturing.

Creature Quest | SEPTEMBER 2014 - MARCH 2015

Created character concepts for multiple tiers of upgrades; was responsible for rough ideation sketches and finished assets to be used in-game. Designed user interface icons for several of the spells and items.

Hasbro / Freelance Concept Artist

Power Rangers | JULY 2018 - AUGUST 2018

Created character and prop concepts.

Micronauts | JUNE 2016 - AUGUST 2016

Created vehicle and prop concepts including rough ideation sketches and color concepts for a *Micronauts* animated television show pitch.

"Micronauts" Feature Film | APRIL 2015 - MAY 2015

Created character concepts including rough ideation sketches, color concepts, and finished presentation paintings for a film pitch.

"G.I. Joe" Feature Film | NOVEMBER 2015 - FEBRUARY 2016

Created character concepts including rough ideation sketches, color concepts, and finished presentation paintings for a film pitch.

Ayzenberg Group / Texture Artist & Background Painter

Avengers Academy | DECEMBER 2015

Worked on the UV texture maps for the architectural assets used in the in-game cinematic.

Moonrise Kingdom | JANUARY 2015

Painted the background and ground plane textures to be used in-game as well as the promotional cinematic.

Liyana / Background Painter

JANUARY 2015 - APRIL 2015

Developed finished environment concepts based on provided sketches while adhering to style guides and specific color palettes from photo references.

Unannounced Project / Freelance Concept Artist

JANUARY 2015

Worked with a producer to create a pitch illustration for an unannounced television show.

West Studio / Concept Artist Intern

JUNE 2014 - JULY 2014

Helped develop concept work for a variety of different projects.

Theta-Sigma Productions / Television Pitch / Visual Development Artist

2014

Developed a variety of concepts for key frame illustrations for a television pitch project; was responsible for developing the concept all the way to a finished illustration for presentation.

Education

Art Center College of Design / Bachelor of Science with Honors

JANUARY 2011 - DECEMBER 2014, PASADENA, CA

Majored in Entertainment Design.

Concept Design Academy / Analytical Figure Drawing

JUNE 2013 - AUGUST 2013, PASADENA, CA

Taught by Kevin Chen.

Concept Design Academy / ZBrush Character Creation

JUNE 2012 - AUGUST 2012, PASADENA, CA

Taught by Josh Herman.

Publications

3D Total / *Sketching from the Imagination (sci-fi)* / 2015

3D Total / *Beginner's Guide to Digital Painting in Photoshop: Sci-fi & Fantasy* / 2016