

EXPERIENCE

Concept Design & Illustration Intern | Universal Creative (Sep 2025 - Present)

- Support concept design across multiple attractions and themed entertainment projects, developing POVs, land sketches, key art, marketing illustrations, and early visual development assets.
- Adapt seamlessly to a range of visual styles, from painterly and stylized concept art to realistic renders using 2D and 3D pipelines.
- Contribute ideas during team reviews, pitch meetings, and departmental critiques.
- Collaborate with architecture and show-set teams to visualize façade and spatial possibilities for attractions.
- Assist the color & graphics team by hand-painting physical scale models to maintain visual consistency between practical and digital design.
- Incorporate cultural, environmental, and cinematic reference-gathering into moodboards to support story-driven design.

Environment Concept Design | Firelight Animation Studio (April 2025)

- Designed key environmental concepts for an animation commercial pitch, using story tone, mood, and narrative cues to inform visual world-building.
- Produced multiple design iterations based on early maps and feedback for 3D layout and look-dev teams.
- Delivered sketches and paint-overs that guided spatial composition, mood, and scale.

SOFTWARE

- Photoshop, Illustrator, After Effects, InDesign, Premiere Pro
- Maya, SketchUp, 3dsmax, Lumion
- Microsoft Word, Excel, PowerPoint, Outlook
- Clip Studio Paint, Procreate, Sketchbook Pro, TV Paint

SKILLS

- Concept & Visual Development
- 3D blocking and paintovers for concept workflows
- Figure Drawing and Anatomy

LANGUAGES

- English
- Chinese

EDUCATION

Art Center College of Design | (2023 – Anticipate Graduation 2027)

Bachelor of Science in Entertainment Design | GPA : 3.98