

LINDSAY D. YANG

ENVIRONMENT ARTIST

CONTACT

714-244-7880

lindsayyang@gmail.com

www.lindsayyang.com

Los Angeles

SKILLS

Digital

Autodesk Maya,

Unreal Engine,

Adobe Photoshop,

Adobe After Effects,

ZBrush,

Houdini,

Substance Painter,

Substance Designer,

SpeedTree,

Gaea

SUMMARY OF SKILLS

Modeling and Texturing

- Understanding of the games pipeline from 2D concept to fully realized 3D asset
- Ability to optimize polygon count for game ready assets
- Proficiency in both stylized and realistic texturing

Environment Design

- Capable of designing easy to read environments for games
- Strong compositional and visual story-telling skills
- Proficiency in level design fundamentals

Soft Skills

- Effective with communication in a collaborative environment
- Able to multitask, delegate responsibilities, and manage a schedule
- Passionate for technology and innovation
- Proactively seeking feedback and critique

EDUCATION

Bachelor of Fine Arts

Gnomon School of VFX, Games & Animation 2024

AWARDS/RECOGNITIONS

Orange County Register Artist of the Year 2019 nominee

LANGUAGES

Native English

Conversational Spanish