yhou5@saic.edu

312-522-7892

Chicago, IL 60601

SKILLS

o **Computer and Technology**

- Proficient in Adobe Creative Suite, Lightroom, MS Office. Experienced in pS.js, HTML, CSS, C#, Unity, Logic Pro, Arduino, Solidity, Renpy, and Inky.
- N FTs and Decentralized application
- Digital music composition

o **Design and Painting**

Experienced in character design, fantasy world-building, game design, Creative coding, and web design. Experienced in digital painting with Procreate, acrylic painting, and colored pencil.

o **Languages**

Fluent in English and Mandarin.

EDUCATION AND TRAINING

Expected in 05/2025

Bachelor of Fine Art in studio
School of The Art Institute of Chicago
Chicago, IL

- Merit Scholarship Recipient
- Ox-Bow Winter Merit Scholarship Award
- Ox-Bow Summer Merit Scholarship Award

WEBSITES AND PORTFOLIOS

- https://github.com/JulyAnira
- https://julyanira.itch.io/
- https://www.deviantart.com/ julyanira

Yishan Hou

SUMMARY

Senior Art and Technology artist at SAIC skilled in digital illustration, web art, video production, game production, digital music, and programming languages. Passionate about creating and operating personal IP, crafting magical narratives, and staying up to date with subculture trends. Committed to exploring the potential of technology, modern media, and contemporary ACGN art.

EXPERIENCE

o **Freelance illustrator - Completion Of Illustrations Requested**
08/2022 - Current

- Delivered 300+ commissioned digital drawings on online platforms meeting satisfaction levels of employers.
- Identified needs of customers promptly and efficiently.
- Maintained an online portfolio, showcasing a diverse range of illustration styles and projects to attract potential clients.
- Stayed updated with industry trends and emerging technologies to continually enhance illustration skills and techniques.

o **Personal - Design And Operation Of Independent IP**
11/2021 - Current

- Developed original character designs and illustrations for video game projects, including concept art for characters, environments, and objects in diverse styles.
- Drafted storyboards and other visuals to help convey the narrative of a project.
- Researched various cultures, art styles, and design trends to inform character designs.
- Wrote scripts for cutscenes and dialogues that were used in-game.
- Collaborated with other teachers in order to create innovative projects that involve multiple disciplines, such as computer graphics, 2D and text games, and music.

o **Group Project - Participate In Character Design Sales**
05/2023 - 07/2023

- Constructed various facial expressions and poses for different types of characters.
- Analyzed feedback from team members to refine existing character designs.
- Designed detailed clothing and accessories for each character based on their backstory.
- Created color palettes and textures for characters using digital painting tools.
- Brainstormed ideas with other artists to come up with unique concepts for characters.