

kris yuan

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objective

To create meaningful narratives through visual storytelling and immersive experiences.

skills

design

Graphic Design
Web Design
Experiential Design
Motion Graphics

software

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Adobe Premiere
Autodesk Maya
Sketch
Unity

programming

HTML/CSS
Javascript
jQuery
Python
Processing

awards

student innovation award finalist

January 2020 | ASCEND
South by Southwest

encore! producer's award

July 2019 | ASCEND
Hollywood Fringe Festival

education

university of southern california

August 2018 - May 2022

B.A. in Media Arts and Practice, School of Cinematic Arts

Minor in Designing for Experiences, Iovine & Young Academy

Resident Honors Program, Dean's Scholarship Recipient

work experience

graphic and experiential design intern

January 2020 - Present | AGEN-C Experiential and Digital Marketing

- Designs marketing materials and signage for large scale events
- Researches clients and consumer bases to develop pop-up events, marketing plans, and pitch decks
- Past clients: PopSugar, FX, Pizza Hut, Tubi, Raine

student teaching assistant

January 2020 - Present | USC School of Cinematic Arts

- Student TA for IML 300: Reading and Writing for the Web
- Assists students by teaching frontend development for web (HTML/CSS, jQuery, Javascript, GitHub)

projects

interface designer + illustrator

August 2019 - Present | Smile Medicine

- Produces illustrated assets and backgrounds
- Designs and playtests user interface and player-to-environment interactions

game experience designer

August 2018 - July 2019 | ASCEND

- Created physical games that acted as questlines or story points
- Playtested and researched user interaction with gamified theater and developed gameplay accordingly

graphic designer

July 2016 - August 2018 | Daebak Cases + Mandu Apparel

- Designed apparel and accessories using Adobe software
- Researched trends in American and Korean pop culture to cater merchandise to current fanbase

