

kris yuan

contact

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relevant experience

SMILE MEDICINE / AUG 2019 - PRESENT

illustration + narrative

- Single-player magical realist adventure dealing with loss and trauma (mobile and Switch)
- Ideated and produced environment art, collectible items, and developed narrative

ASCEND: When Myths Fall, Heroes Rise / SEP 2018 - MAY 2019

game design + narrative

- Immersive, interactive theater experience based on world mythology
- Designed and built physical games that acted as key story points and interactive quests

CHIMERA / AUG 2018 - JAN 2019

illustration + narrative

- Narrative-focused, turn-based combat game combining research-informed concepts of hope and perseverance in an entertainment game
- Produced background and character art and helped integrate the narrative and aesthetics

education

UNIVERSITY of SOUTHERN CALIFORNIA / AUG 2018 - MAY 2022

school of cinematic arts: media arts + practice / 3.8

- Minor in Designing for Experiences in the Iovine and Young Academy
- Resident Honors Program - Early college entrance and scholarship program
- QuASA - Queer and Allied Student Assembly (Graphics)

skills

adobe creative suite

- Photoshop
- After Effects
- Illustrator
- InDesign
- Premiere
- Audition

interactive

- Maya
- Unity
- Sketch

languages

- HTML/CSS
- Processing
- Javascript
- p5.js
- Java

awards

HOLLYWOOD FRINGE FESTIVAL / 2019

encore! producers award

- ASCEND: When Myths Fall, Heroes Rise chosen as one of the best out of 350 experiences

