



ENVIRONMENT ARTIST
GAME DESIGNER

CONTACT

ATHENEYIP@GMAIL.COM
ATHENEYIP.COM
LINKEDIN.COM/IN/ATHENEYIP
(415) 728-7892



SKILLS

TECHNICAL SKILLS:

- Adobe Photoshop
- Adobe Illustrator
- Affinity Designer
- Paint.NET
- Maya
- Blender
- ZBrush
- Substance Painter
- Tiled
- Font Forge

SOFT SKILLS:

- Strong communication
- Good listener
- Persuasive
- Leadership
- Management
- Team player
- Collaborative
- Independent
- Flexible
- Friendly and approachable
- Great work ethic
- Organized
- Punctual
- Quick learner
- Works well under pressure
- Adaptable

HOBBIES

- Cooking
- Board games
- Tea enthusiast
- Skincare enthusiast

EXPERIENCE

ENVIRONMENT ARTIST

ENVIRONMENT ARTIST FOR SQUISH
SIT ON IT GAMES | JAN 2019 - PRESENT

- E3 Finalist for the College Games Competition
- Concepted different arena designs and props
- Created 3D environment assets relating to dance parties and catacombs for the game
- Unwrapped and textured models
- Brought models into Unity to ensure aesthetic goals and check for errors
- Actively participated in brainstorming sessions for design development
- Collaborated with other artists and team members to create a cohesive art direction and aesthetic

LEAD ENVIRONMENT ARTIST

LEAD ENVIRONMENT ARTIST FOR KILLER OUTFIT
DIAMOND DUST | JAN 2019 - JUN 2019

- Concepted different districts for the game world
- Created most of the 3D environment assets such as city buildings, skyscrapers, signs, and other props found in metropolitan areas
- Unwrapped and textured models
- Collaborated with other artists and level designers to make a coherent level layout that fits the aesthetic of the game
- Managed tasks for the environment team with the lead level designer

ENVIRONMENT ARTIST

ENVIRONMENT ARTIST FOR HEMOGOBLIN
HEMOGOBLIN | APR 2018 - JUN 2018

- Concepted ideas for the environment and levels
- Produced mock ups for level layouts
- Created and designed pixel props and environment
- Designed the title screen and end game screens
- Made UI visual elements for the game
- Collaborated with other disciplines to create a cohesive art style that reflected game mechanics
- Actively participated in brainstorming sessions about design, style, and mechanics

EDUCATION

BACHELOR OF ARTS, ARTS AND DESIGN: GAMES AND
PLAYABLE MEDIA

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | 2016-2019