Athene Yip

ENVIRONMENT ARTIST
GAME DESIGNER

CONTACT

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EDUCATION

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

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | 2016 -2019

SKILLS

TECHNICAL SKILLS:

- Adobe Photoshop
- Adobe Illustrator
- G Suite
- Paint.NET
- Maya
- Blender
- ZBrush
- Substance Painter
- Unity
- Tiled
- Font Forge
- Adobe XD

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

EXPERIENCE

PRODUCER

GRAVE RAVE GAMES | NOV 2020 - PRESENT

- Set strategic goals and make sure they are measurable and describable.
- Lead and facilitate biweekly sprint planning with the development team to reevaluate where project progression currently is, how the team is feeling, and how we should proceed to guarantee an excellent product.
- Create and document goals from sprint planning in the form of user stories with tasks on how to achieve goals on a schedule.
- Ensure development team is on track with product and development schedule.
- Check in with development team to see their progression and verify they have all the resources they need to do their best work.
- Lead and facilitate agile scrum daily.

LEAD ENVIRONMENT ARTIST

GRAVE RAVE GAMES | JAN 2019 - PRESENT

- Concepted different arena designs and props
- Created 3D environment assets relating to dance parties and catacombs
- Retopologized, unwrapped, weight painted, and textured models
- Imported models into Unity and built 3D scenes from finalized concepts
- Actively participated in brainstorming sessions for design development
- Collaborated with other artists and team members to create a cohesive art direction and aesthetic

UI/UX DESIGNER

CENTRAL BARK | NOV 2020 - PRESENT

- Ilustrate design ideas using storyboards, process flows and sitemaps
- Design graphic user interface elements, like menus, tabs and widgets
- Build page navigation buttons and search fields
- Develop UI mockups and prototypes that clearly illustrate how sites function and look
- Conduct layout adjustments based on user feedback
- Adhere to style standards on fonts, colors and images