

# Yaxin Mu

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## Education

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**Academy of Art University**, BFA in Game Development, Focus on Concept Art Sept 2020 – May 2024

- **GPA:** 3.775/4.0

### Honor:

- Winner in the Game Design category at ArtU Gammy Awards 2024
- Winner in the Concept Art Portrait category at ArtU Gammy Awards 2023
- Runner-up in the Concept Art Cubes category at ArtU Gammy Awards 2022

## Experience

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**Concept Artist**, Glint Wizard Studio – Remote Oct 2024 - Present

- Develop and design a variety of characters and props. Each concept includes a turnaround, explanations of details and texture, a color palette scheme, and 3D modeling as a base for props design.
- Create maps for each level, including town and street designs. Design area plans for the wild and towns.

**2D Art Generalist Intern**, TideTurners – Remote June 2024 – Sept 2024

- Designed characters and props for an unreleased 3D animal party game as a part of the art team, including thumbnails, turnarounds, and renders.
- Created the concept of world art for game levels based on the game prototype provided by the designer.
- Created UI icons and fonts. Designed the font of the game's start countdown, the art of the menu panel and the buttons.
- Created the in-game animations based on sketches provided by the art director drawn in the style of a toon-style comic.

**Designer**, Hunan TusCity Technology Development Co., Ltd – Remote Sept 2020 – Mar 2023

- Improved the company's marketing program by incorporating current-day aesthetics, such as revising the company's logo and advertising poster.
- Designed various promotional materials such as posters, flyers, display boards, etc. with other 2023 Beijing Winter Olympics design teams to produce eye-catching visuals and communicate messages effectively.

## Projects

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**Moros**, Game off 2024 Nov 2024

- Designed characters and environments while directed the art style and color palette.
- Created all user interfaces and button icons.
- Created character movement animations.
- Illustrated and edited comic-style animations videos for the opening and ending scenes.

**Kaiju**, Academy of Art University, CA Feb 2024 - May 2024

- Designed concepts for the adult monster with turnaround and texture explanation. Designed future tech-inspired props and assets, like doors, tanks, laboratory equipment, etc.

**Teeth**, Academy of Art University, CA Sept 2023 - Feb 2024

- Designed enemy concepts and background assets, capturing each enemy's unique characteristics, and explained enemy attacks and movements. Created animations of the main characters by drawing keyframes.

## Skill

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**Software:** Photoshop, Illustrator, Maya, Zbrush, Blender, Substance Painter, Marmoset, Unity, Unreal Engine

**Traditional Art:** Charcoal, Oil, Watercolor, Gouache, Printmaking, Ceramics