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| Grace Yang GraceXYang.com - ✉ [graceyxy07@gmail.com](mailto:graceyxy07@gmail.com) - ☎ 416-561-7796 - **in** [/in/graceyangxy](https://www.linkedin.com/in/graceyangxy/) - 🖈Toronto, ON | | |
| Skills  * UI Design * Graphic Design * 3D Modelling * UV Mapping * Texture Painting * 2D Illustration * Level Design  Tools  * Maya * Blender * Unity * Unreal Engine * Photoshop * Illustrator * Miro * Jira * Excel * Procreate * JavaScript  Languages English  mandarin Soft SkillsQuick thinkingDetail orientationCollaborating  * Skill seeking * Adaptability  Initiative  * Storytelling  Interests  * Ceramics * Jewelry making * Painting * Sculpting * Children’s literature  Leadership SCF Executive  Alpha series host  VBS leader |  | Profile Summary Bachelor of Game Design student at Sheridan College with a passion for creating immersive and memorable experiences through video games and digital media. Demonstrated success in working collaboratively with writers, artists, programmers, and editors. Excited to continue telling stories through gameplay and improve by learning from new people, environments, and technology. ExperienceGun+Run=Gurn Timeline: 8 months  * Designing characters, costumes, and weapons that best portray their personalities and abilities. * Curated art direction including motifs and colour schemes for other artists and designers to follow. * Designing heads-up display UI and environment concepts that fits into the children's craft aesthetic. * Created 3D weapon and pickup assets in Blender and Substance 3D. * Playtesting and reiterating UI designs based on player interactions.  Marco Polo Timeline: 2-3 days  * Designed level concepts to match the pattern of a 2-player activity + a cheesy quote or idiom. * Created and reiterated level 2D object art based on playtest results to better guide players to the goal of the level. * Presented at various showcases including CNE student showcase stage where we garnered attention for our intentions to connect players and short project timeline winning Best Overall Game!  Puddle jumpers Gazette Timeline: 4 Months  * Communicated with programmers and level designers to ensure 2D assets that work cohesively in the Unity project editor. * Communicated with narrative designers and followed asset lists to create tile maps and environment props. * Created character design concepts that match the envisioned art style.  Volunteer ExperienceAudio, Visual, and Livestream -*Faith Baptist Church* 09/2024 — Present  * Adjust livestream cameras quality and ISO for as little delay as possible. * Mix audio to best portray the voices of the singers and speakers. * Quickly solve technological errors and respond promptly to chat complaints  illustrator & Editor *-OMF Canada* 09/2022 — 09/2023  * Illustrated stories suited for children learning English as a second language and developing Chinese reading skills. * Worked closely with writers to discuss edits and formatting changes to suit their preferences. * Researched to maintain cultural and historical accuracy in illustrations.  EducationHonours Bachelor of Game Design*-Sheridan College* 09/2020 — 04/2025 Participated in design challenges and team projects that facilitated communication, teamwork, inclusion to maximize prototype efficiency and quality. |