



Ivy Yao

Ivy's portfolio - Character Design

- LANGUAGE

Chinese native
English native

- SKILLS

Photoshop
StoryboardPro
Lightroom
Solidworks
Blender
Java

- EDUCATION

Troy High School 2018-2022

Art Center 2022-2026
Illustration Entertainment Bachelor

- ABOUT ME

I am a Los Angeles-based Visual Development Artist specializing in background layout and mood-setting for the early stages of production. My background—from serving in the army to immigrating from China—has forged an extreme adaptability and a high-velocity workflow that allows me to solve complex visual challenges at an accelerated pace. I thrive in high-pressure environments, leveraging my unique global perspective to construct the emotional architecture of a story and deliver impactful results when speed and discipline matter most.

Phone:	626-766-2705
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Nationality:	US Citizen
Military:	Active Reserve

- EXPERIENCE

World Building Project — Lead Artist/Designer **Winter 2025**

- Lead conceptual designer and director of the "tin soldier" redesign project
- Rewriting story to make a game
- Designing characters profiles, and gameplay

UCI Games — Game Design Project **Spring 2024 - Winter 2024**

- Assist the students in game design & game production of a game.
- Conducted character, environment, weapon/prop, and UI design.
- Created pixelated characters and weapons.
<https://z17173166.itch.io/royalgear>

Mame Production — Art Director **Winter 2024 - Present**

- Visual development of an indie studio formed by friends
- Led and developed our first release, Touhou 7 Colored Qualia. (<https://yotsubro.itch.io/touhou-7-colored-qualia>)

US Army Reserves — Human Resources/Postal Operation **October 2024 - Present**

- Assist with human resource for the Army
- Postal Qualified (ie. Fedex, UPS)