

# He(Yona) Yan

## Concept Artist and Character Designer

### Contact

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#### Phone

626-503-7190

#### Email

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#### Personal Website

<https://yonayan.art>

#### Address

Pasadena, CA

### Expertise

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- Design Tools: Adobe Photoshop, Blender, Maya, SketchUp
- Visual Design
- English&Mandarin

### DESIGN SKILLS

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- Software - Photoshop, etc.
- Design - processes (visual design, character design, storyboarding)
- Languages -English, Mandarin Chinese

#### ○ 2022- 2023

TiMi Studio

#### Character Concept Design

- Contributed to the early visual development of Honor of Kings (TiMi Studio), helping define the concept direction and art style for a Dragon Year promotional illustration.
- Designed and illustrated a dragon character from initial exploration through final concept, delivering high-quality artwork that aligned with the game's visual language.
- Researched and iterated on multiple aesthetic approaches to create a distinctive and visually compelling design, supporting the project's overall artistic cohesion.

#### 2023-2024

#### ○ RAYKA STUDIO

#### Character Concept Designer

- Partnered with Rayka Studio to support early visual development for Prime of Flames, focusing on the concept design of an elf character and a series of chibi elves.
- Developed character concepts from initial ideation through visual exploration, defining gestures, personality, proportions, and overall silhouette.
- Produced detailed concept sheets, orthographic views, and art direction materials to guide 3D artists and animators in asset production.
- Collaborated closely with the team to iterate on designs, providing creative solutions that balanced visual appeal with production feasibility.

#### ○ 2024-2026

Art Center College of Design

#### Teaching Assistant

- Served as a Teaching Assistant for the Character Design course in the Entertainment Design track at ArtCenter College of Design, instructed by Hong Ly.
- Provided constructive critiques and draw-overs to help students strengthen design fundamentals, visual storytelling, and technical execution.
- Mentored students in exploring diverse stylistic approaches, guiding them to develop distinctive character voices while meeting course objectives.
- Led brief in-class presentations on design principles, reference gathering, and workflow strategies to support student learning.
- Collaborated with the instructor to uphold course standards and maintain a cohesive artistic direction across student projects.

### Education

**ArtCenter College of Design  
(ACCD)**

Bachelor of Science in Entertainment Design

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