

Qinyun Song

Visual Development, Backgrounds, Illustration

Education	09.2021-05.2025	Art Center College of Design Bachelor of Art and Science - Entertainment Design
Work Experience	05.2024-present	Alibaba Games-Kingdom of Forest Environment and Prop Design
	11.2024-present	NetEase Games - Environment Design and Paint - Skilled in stylization and material authoring for various platform
	09.2024-present	Boke City Games Background Design and Paint
	12.2023-5.2024	Independent Game-Avian Enigma - Defined artistic style for the visual novel - Vis Dev for Environments, Sets, Props and CG on project
	05.2024-08.2024	Light Chasing Animation Beijing, China - Character Design Intern - Responsible for character design for animation movies
	05.2023-07.2023	Pop Mart Beijing, China - Animation prodution intern - Responsible for creating innovative content and designs for social media platforms
Honors	2022	Finalist in Tencent Game Creativity Competition - Directed, researched, and served as Art Lead - Proficient in creating visually compelling environments with a focus on atmosphere and lighting
Skills	Photoshop - Clip Studio Paint - Maya - Toon Boom Storyboard - Toon Boom Harmony - Adobe Illustrator - InDesign - Premiere Pro - After Effects.	