



Yin Tien

Visual Development Artist & Character Designer

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🌐 <https://www.yinsarts.com>

☎ (912)272-1853

📍 Pasadena, CA

Education

Savannah College of Art and Design

• M.A in Animation

Savannah, GA

Sep 2022-Jun 2024

Fu Jen Catholic University

• B.A in Japanese Language and Culture

Taipei, Taiwan

Sep 2017-Jun 2021

Experience

HackQuest

Freelance UI Game Artist

- Develop high-quality 2D concept for an upcoming mobile game, including characters, locations and UI.
- Collaborate closely with the Director and Programmers to refine designs.

Remote

April 2026-Present

Various projects

Freelance illustrator

Produce high quality artworks for individual clients, which include:

- Tecent
- Riot Games
- WEBTOON Entertainment
- LINE Taiwan Limited

Remote

Feb 2019-Present

Bytey, Inc.

Concept Artist

- Paint production illustrations and 2D assets in Photoshop.
- Maintain visual consistency across UI, characters, and backgrounds..
- Iterate on designs based on feedback from designers and other artists under tight deadlines.

Remote

Sep 2024-Present

137 Ewes Productions, LLC.

Character Designer / Visual Development Artist

- Explored character variations, refining silhouettes while keeping designs aligned with established style guides.
- Created pose sheets and expression explorations to support character acting.

Remote

Jul 2024- Mar 2025

Harper's Bazaar (Hearst Magazines Taiwan)

Freelance Illustrator / Motion Graphics Collaborator

- Designed character and environment concepts and color keys for motion graphics using Photoshop.
- Sketched and refined ideas with clients, adapting style based on feedback and tight delivery timelines.

Remote

May 2023- Aug 2023

iKala Interactive Media Inc.

Illustrator

• Produced promotional concept art and illustrations in Photoshop, focusing on character and scene design, composition, and color for digital campaigns under tight timelines.

Remote

Dec 2019-Jun 2020

Recognition

Great Master Award • 2022

iJungle Books Merit Award • 2024

CTN Exhibiting Artist Award • 2025

Skills

- character/costume design
- Visual Development
- Environment/Background Design
- 3D Art
- Color Styling

Software

- Adobe Creative Suite
- Adobe Photoshop
- Maya
- Blender
- Adobe Substance Painter