

# Yokaiy

yokaiy@hotmail.com

## Skills:

- **Flash**  
Proficient at both creating assets and animating them with tweens, puppet animation, and frame-by-frame.
- **Photoshop**  
Proficient at pixel art and painting.
- **MS Paint**  
Proficient at pixel art.
- **Illustrator**  
Knowledgeable at creating vector art assets.
- **Traditional Art**  
Proficient with a pencil and paper, Copic markers, and ink, competent with paints.
- **Clay Modeling**  
Proficient with creating props or models out of clay or other materials, such as Model Magic and Resin Clay.
- **Sewing**  
Proficient in sewing clothing and costumes.
- **After Effects/Final Cut**  
Knowledgeable at video editing and animation.
- **Maya**  
Knowledgeable at modeling, animating and lighting, proficient at UV mapping and texturing.
- **Photography**
- **Intermediate Spanish**
- **Intermediate Japanese**

## Employment:

**2010-2015**

### **Pure Bang Games**

Artist. Created assets including concept art, backgrounds and environmental assets, UI, character animations, models, and textures for titles Deep Dive, Cho'Gath Eats the World, MUD, and other game and app titles.

**2015**

### **Johns Hopkins Children's Hospital**

Administrative assistant. Handled reimbursements, ordered supplies, secured meeting places and catering.

**2016 - ongoing**

### **Maryland SPCA**

"Cat Cuddler" Volunteer. Helped people find pets to adopt, oversaw the cat room, helped take care of the animals and provide support and information to the shelter staff and potential adopters.

## **Yesterdays Noodle Bowl Online Shop**

Managed an online shop, as well as creating, producing, and shipping products to customers. Managed a booth at various events to advertise and sell products in-person to customers.

## **Ganglyfish Games**

Lead artist. Created assets including concept art, backgrounds and environmental assets, UI, character animations and more.

## **Education:**

### **University of Maryland Baltimore County (UMBC)**

BFA in **Animation/Interactivity** 2008-2012

Minor in **Asian Studies**

Member of the **Game Developer's Club**

Member of the **Asian Studies Council of Majors**

## **Experience:**

### **2017**

- **Voltron Food Zine** Illustrator.
- **Pipe Dreams Charity Zine** Illustrator.
- **Calm and Hope Charity Zine** Illustrator.
- **Fire Emblem Ambrosia Fanzine** Illustrator.
- **Waveform** Art Lead. 2D. Created a simple style that lend itself to procedurally generated levels.
- **Graveyard Graph** Art Lead. 2D. Created a cute style that was easy to build levels with and tiled together for maximum utility.

### **2016**

- **Expedition Zine** Illustrator.
- **Invisible Kingdom** Illustrator.
- **Women Warrior Zine** Illustrator.
- **Private, I** Art Lead. Card Game. Created a Film Noir style to suit a card game based around the concept of privacy and information dealing for the P3 Game Jam hosted by the Goethe Institute. Also helped playtest and develop the mechanics of the card game so it would be engaging and fun.
- **Twitch Goes to Bullet Hell** Art Lead. 2D. Created an interesting style which complied to the four-color diversifier in 48 hours, including multi-layer backgrounds, 2 characters, and many hazards.
- **Breakfast** Art Lead. 2D. Created two simple but cooperative styles for the two methods of gameplay, including fully animated characters and many environments and objects.

### **2015**

- **if Zine** Creator and Illustrator.
- **Starflocks 64** Art Lead. 2D. Created a visual style and completed art assets in 48 hours, including a fully-animated playable character and several unique enemies and hazards.
- **MUD** 3D art assets and textures. Adhered to a style and created models, UV maps, and textures, as well as altered the textures and UV maps of models done by others. Provided coherent UV maps for other artists to use.

## 2014

- **Heiress of Atalanta Zine** Illustrator.
- **Cave** Art Lead. 2D. Created a unique visual style to match the surreal gameplay of the game in 48 hours, including a fully-animated playable character, hazards, backgrounds, and building blocks for programmers to use while creating levels.
- **Lost Cave** Art Lead. 2D. Built onto what I had already created for Cave, giving it more detail and adding new hazards, animations, and blocks.
- **MUD Runner** Textures for 3D art assets. Provided feedback and insight for adhering to a style, created textures for models.

## 2013

- **Biological Effect** Art Lead. 2D. Created a dark, retro visual style for a horror game and provided art assets and direction for other artists in 48 hours. Included an animated playable character, tiles for random generation of areas, and varying assets that would change based on the player's status.
- **Deep Dive** 2D Animation and art assets. Helped create and adhered to a visual style, animated the playable character, and designed the UI and other intractable objects.

## 2012

- **Paraphernalia** Project lead and Art Lead. 2D. Lead art direction as well as project direction, created UI, backgrounds, and two fully-animated characters for a fighting game.
- **Klepto-Clockers** 2D art assets. Adhered to a set style when creating assets.
- **Survive the Serpent** Art Lead, 2D animation and art assets. Created a style in 48 hours, as well as directed others on how the visuals should appear, designed the player character as well as the enemy, hazards, and UI.
- **Cho'Gath Eats the World** 2D Animation and art assets. Adhered to a style, created tile assets for the ease of level building, fully animated several characters, created backgrounds for the levels, created UI objects.

## 2011

- **Esca La Volpe** 2D Animation and art assets. Adhered to a visual style and fully-animated the player character in 48 hours.
- **Fire Forest** 2D art assets. Created UI elements. Took over tasks others could not complete.
- **X-Zip-It!** Art lead. 2D. Created a unique and friendly yet simple style for a mobile game, designed UI elements.

## 2010

- **Slug 3D** Project and Art Lead, 3D art assets. Created a friendly style, directed programmers and artists on how the game should look and play, created 3D models and textures.
- **Light 2D** art assets. Adhered to a set style when creating assets. Took over tasks others could not complete.
- **City of Gears** 2D art assets. Adhered to a set style when creating assets. Took over tasks others could not complete.
- **My Pet Rock** 2D animations and art assets. Adhered to a set style when creating assets.

## 2009

- **One-Hit Wonder** Art Lead, 2D art assets. Created a visual style for the game, directed other artists in how to create their assets, animated the enemy character, created backgrounds and other game objects.

- **Slug** Project and Art Lead, 2D art assets. Created a unique and friendly style, directed programmers and artists on how the game should look and play, created assets, animated playable and enemy characters.

## Awards and Accomplishments

### 2017

- **Accepted into** the Voltron Food **Zine**.
- **Accepted into** the Pipe Dreams **Zine**.
- **Accepted into** the Calm and Hope **Zine**.
- **Accepted into** the Fire Emblem Ambrosia **Zine**.
- **Accepted into** the Invisible Kingdom **Zine**.
- **Accepted into** the Expedition **Zine**.
- **Global Game Jam Award Winner** at the UMBC jam site for Waveform.

### 2016

- **Global Game Jam Award Winner** at the UMBC jam site for Twitch Goes to Bullet Hell.
- **Exhibitor at the Smithsonian Video Games art exhibit** with Lost Cave.
- **Exhibitor at MAGFest's Indie Arcade** with Lost Cave.
- **Vendor** at Otakon's Artist Alley.
- **Vendor** at Youmacon's Artist Alley.
- **Accepted into** the Women Warrior **Zine**.

### 2015

- **Global Game Jam Award Winner** at the MAGFest jam site for Starflocks 64.
- **Exhibitor at the Smithsonian Video Games art exhibit** with Lost Cave.
- **Vendor** at Otakon's Artist Alley.
- **Vendor** at Youmacon's Artist Alley.
- **Vendor** at Anime Weekend Atlanta's Artist Alley

### 2014

- **Global Game Jam Award Winner** at the UMBC jam site for Cave.
- **Crowd's Top 3 Games at Gamescape** -- for Cave.
- **Best Graphics** at the Baltimore Section of the 48 Hour Film Project for the film *Borrowed Time*.
- **Exhibitor at the Smithsonian Video Games art exhibit** with Lost Cave.
- **Accepted into** the Heiresses of Atalanta **Zine**.
- **Best Locally-Made Indie Game of the Year** awarded by Baltimore Innovation Week for Deep Dive.

### 2013

- **Global Game Jam Award Winner** at the UMBC jam site for Biological Effect.

### 2012

- **Global Game Jam Award Winner** at the UMBC jam site for Survive the Serpent.
- **Crowd's Favorite Game** at GameScape -- a part of ArtScape -- for X-Zip-It!

### 2011

- **Global Game Jam Award Winner** at the UMBC jam site for Fire Forest and Esca La Volpe.

### 2010

- **Outstanding Achievement in Interactive Media** for Slug at the Senior Showcase at UMBC.
- **Runner Up** at the 2010 West Virginia Flash Festival for Slug in the games category.

- **Best Graphics** at the Baltimore Section of the 48 Hour Film Project for the film *Thread of Dissonance*.
- **Winning Design** for the UMBC Game Developers Club T-Shirt Design Contest.