



Yimei Qin

ILLUSTRATOR / GAME ARTIST

I am an illustrator who has unique visuals to transforming Concepts into Captivating Worlds.

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EXPERIENCE

2024.9–2024.12
Program

Game Capstone, Pasadena, CA

- Designed characters and environments for a melee combat game. The team includes six artists and three game designers.
- Learned to work within a team, collaborating with game designers and other artists.

2024.2–2024.5
Internship

Botanx Game Studio, Hangzhou, China

- Designed mine cave scenes and bamboo forest scenes for a pixel management game.
- Designed the main map in the game world.
- Designed the UI in a mini fishing game section.
- Optimized a lot of UI panels and icons.

2023.10–2024.1
Internship

Himalaya Inc, Shanghai, China

- Designed three skins for a brand IP character, one character in a mythological story.
- Designed some illustrations for electric children's books.
- Typeset the product album.
- Used Mid-journey to create advertising illustrations.

EDUCATION

2020–present

Artcenter College of Design, Pasadena, CA

Bachelor of Arts in Illustration, Entertainment Arts Track

AWARDS

- 2024 CanvasRebel Online Magazine Interview
- 2022 Work show in ArtCenter Gallery
- 2020 Scholastic Art & Writing Awards Gold Key
- 2020 Scholastic Art & Writing Awards Honorable Mention
- 2019 Work show in Celebrating Art Published Artist
- 2019 AP Art Score 5/5
- 2019 High School Art Competition Silver Medal

SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Aseprite
- Maya
- SketchUp
- Miro
- Figma
- MasterGo
- Midjourney

LANGUAGES

- Mandarin
- English

INTERESTS

- Game
- Anime
- Reptile
- Ski
- Model