

# Pann Yu

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[Pannyuart.com](http://Pannyuart.com)

## Character Designer and Concept Artist

Determined and innovative artist and designer seeking to apply their artistic skills, a collaborative mindset, and familiarity with the industry pipeline to forward your IP's development and production. Has a lifelong desire to learn and grow as an artist; proactively sought education not only in design, but also animation, traditional painting, and digital sculpting.

## EDUCATION

### Concept Design Academy

2017- present

### Brainstorm School

2020 – 2021

### Animation Guild

2019 – 2020

### University of Alabama at Birmingham

2016 - 2017

## SKILLS

### Digital / Adobe Photoshop, Clip

Studio Paint EX, Blender, Zbrush, Procreate

### Traditional / watercolor,

gouache, oil paint, pen and ink, graphite

### Languages / English, Chinese

(Mandarin)

## EXPERIENCE

### Independent Web-Based Game Project project)

**Illustrator and Character Designer** | Feb 2024 – Jun 2024

Designed and finalized character busts and costumes to be used for user profile avatars. Also revised several older designs to make the overall presentation more appealing.

### Descendants (Independent animation project)

**Character Designer** | Jun 2020 – Present

Designed and finalized major and background characters and props under the direction of show runner and art director; also elevated old designs to better fit the theme of the show.

### Private Clients

**Freelance Character Designer** | Feb 2020 – Present

Successfully designed and finalized character(s) and prop(s) to clients' satisfaction.

### Ergobags

**Freelance Illustrator** | Dec 2019 – Nov 2021

Successfully delivered over 30 drafts and button designs to client in a timely manner; communicated and incorporated client critiques and needs to satisfaction for over 2 years.

### Independent Animation Short Project

**Inbetweener** | 2018

Collaborated with the lead animator and team to finish an independent animation short.

### Independent Animation Student Project

**Prop Designer** | 2015

Collaborated with a team to produce a student film set in a tribal themed haunted house.

### Chemorphosis

**Generalist (character Designer, storyboarder, comic creation** | 2010 – 2015

Collaborated with teammates to create highly rated and reviewed comics teaching chemistry through analogy to high school and college students.

## RELEVANT COURSEWORK

**Figure Invention for Animation – Kevin Chen** | Concept Design Academy | 2022

**Intro to Animation – Toniko Pantoja** | Rad How-to School | 2021

**Character Design – Devon Cady Lee** | Workshop Academy | 2021

**Character Design – Kevin Chen & Joshua J. Shaw** | Concept Design Academy | 2021

**Character Design – Qiu** | Brainstorm School | 2020

**Intro to Zbrush – Xander Smith** | Concept Design Academy | 2017