

ERIN SHIN

CONCEPT ART & VISUAL DEVELOPMENT

CONTACT

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SKILLS

- Concept Art
- Character Design
- World Building
- Sketching
- Illustration

WORK AND INTERNSHIP EXPERIENCE

2016-2017

Character Concept Artist for JM Animation Studios

- Worked on the visual development of 16 characters for a 3D animated movie.
- Created 12 anthropomorphized designs of Chinese folk heroes, as well as 4 Chinese scholar characters.
- Seoul, South Korea

2017

Character Concept Artist for "Peril"

- Visually developed protagonist for a mobile game.
- Worked alongside Blizzard 3D Character Animator, Michael Bialancana, to create sentient armor characters.
- Los Angeles, CA

2016

Nickelodeon Pitch Program Scholarship Recipient

- Participant in the "An Overview from Development to Pitch" Program
- Worked alongside staff from Nickelodeon Animation Studio including show creators, directors, storyboard artists, and production designers.
- Worked collaboratively to produce a pitch for a children's wrestling adventure show, "Wrestlemania"

2015

Game Development Internship

- Worked alongside University students to create visual assets for the games, "Sankofa" and "Hippo Time".
- University of California, Irvine (Claire Trevor School of the Arts)
- Irvine, CA

EDUCATION

2018 - Present

Art Center College of Design

- Bachelor of Science. Concept Design Track

References are available upon request.

