

2020 Resume of Darren Yeow

MARKETING ARTIST / SENIOR ARTIST

Passionate artist with 15 years professional experience in games, film and art education constantly seeking to grow technically, artistically and personally. Although I enjoy freelancing, I would like to work onsite at a studio environment in order to grow more rapidly as an artist within a world class development team.

Experience

- Oct 2009 - Present
- Senior Artist / Designer | STYLUS MONKEY / NOMAD / ETCHR / ATLAS
- Award Winning Carry Design & Manufacturing development
 - Social Media & Kickstarter content creation - video, blog posts, photography, outreach
 - Concept Art & Art Direction for White Wall Concepts & Trick Star Games, Oakley
 - Marketing Art / Illustration / 3D for Telltale Games, Mojang, Warner Bros, Arise Pictures, Atlas Gaming, Trickstar Games
 - Contributing writer at ImagineFX, Creative Bloq, Corel Painter Magazine, Advanced Photoshop Magazine, Digital Artist Magazine and 2D Artist Magazine
 - Lectured at QANTM on Concept Art Foundations
 - Lectured at RMIT Games Course on Concept Art for 2 years

- Apr 2009 - Oct 2009 (Closure)
- Senior Concept Artist | TRANSMISSION GAMES / IR GURU'S
- Aircraft, environment & character concept design
 - Illustrations for cutscenes & box art
 - Vehicle damage texturing
 - PS3/Xbox GUI elements - icons, logo & misc graphic design
 - Pitch document creation

- Aug 2007 - Oct 2008
- GUI Art Director | INTERZONE GAMES (Perth)
- Re-designed Interface style and created GUI style guide to improve overall visual quality of the UI experience
 - Provided visual audits and feedback to GUI team
 - Determined sprint milestones
 - Hired and mentored junior GUI artists

Interim Art Director / Senior Concept Artist

- Helped to build art development schedule & expand team
- Authored art style guide for international MMO project
- Oversaw team of 9 internal and 30 external China artists
- Provided critique across all art disciplines
- Audited & improved art pipelines

- Mar 2005 - Aug 2007
- Art Director / Concept Artist / GUI Artist | RASCAL STUDIOS / UGM
- Authored art style guide for online poker game
 - Developed concept art
 - Maintained art development schedule
 - Conducted art audits where necessary
 - Developed textures for ingame use
 - Designed the GUI for the racing game

Personal Info

Phone
0402 859 536

E-mail
darren@stylus-monkey.com

Portfolio
<https://bit.ly/2DYQ3gP>

LinkedIn
www.linkedin.com/in/darrenyeow

Skills

Photoshop / Illustrator	●●●●●
After Effects	○●●●●
Indesign	○●●●●
Substance Suite	○○●●●
Zbrush	○●●●●
3DSMax / Blender	●●●●●
Time Management	●●●●●
Communication Skills	○●●●●
Initiative / Self Learning	●●●●●
Animation	○●●●●
Rigging	○●●●●
Camera Projection	○●●●●

References

Dave Lewis (Art Director)
0414 953 827

Christian Salmon (Art Director)
0429 346 764

Boris Mitelman (Mathematician)
0408 167 439

Daniel Montenegro (Studio Dir.)
0418 861 388