



karen yu

3d prop artist /
environment artist

Contact

408.826.1342
karenyu.012@gmail.com

Portfolio

<https://karenyucreates.wixsite.com/portfolio>

Skills

- Unreal Engine 5
- Autodesk Maya
- Substance Painter
- Substance Designer
- Zbrush
- Blender
- Marmoset Toolbag 5
- Vray
- Solidworks
- Keyshot
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Indesign
- Houdini
- Procreate
- Perforce
- 3D Modeling
- Texturing
- Rigging
- Game VFX
- Post Effects
- Concept Design
- Illustration
- Animation
- English
- Mandarin Chinese

Profile

I am a passionate artist specializing in producing high-quality 3D props and environments optimized for real-time rendering in a variety of styles. I am currently based in San Jose, but I am open to remote opportunities or relocating.

Summary of Skills

- Skilled in producing realistic and stylized environments, props, characters, and materials using industry-standard programs such as Maya, Unreal Engine 5, Substance Painter/ Designer, Zbrush, Photoshop, and Blender.
- Known for exceptional communication, creative problem-solving, and being detail-oriented and responsive to feedback, ensuring efficiency in team projects.
- Experienced in handpainting, baking, PBR workflows, optimized topology, and UVs.
- Strong 2D concept art, design, and illustration skills; can interpret concepts into 3D, creating stylistically cohesive pieces while adhering to the original artistic vision.

Education

Gnomon- School of Visual Effects, Games & Animation

July 2021 - August 2024, 1015 N Cahuenga Blvd, Los Angeles, CA 90038
Bachelors of Arts in Digital Production with a Game Art Concentration

ArtCenter College of Design

Jan. 2019 - May 2021, 1700 Lida Street, Pasadena, CA 91103
Sophomore studying for Bachelors of Science in Product Design

Experience

E-Line Media/ 3D Art Intern

Jun. 2025 - Current, Remote
Designed and created stylized 3D props and modular building kits for an unannounced game, ensuring assets were aesthetic, optimized, organized, easy to use, and seamlessly integrated into the existing game environment.

The World of Gardian/ Freelance Digital Artist and Graphic Designer

Mar. 2025 - Current, Remote
Created character concept art, illustrations, advertisement listings, and cover/spine designs for a YA novel that successfully sold over 4,000 copies during pre-order. Collaborated with team members across diverse disciplines, contributing ideas and providing feedback throughout the creative process.

Freelance Digital Artist

Aug. 2022 - Mar. 2025
Commissioned to create concept designs, illustrations, and animations for a variety of clients. Communicated with clients and responded well to feedback, earning positive reviews from all clients.

Orange Flute Studio/ Summer Camp Art Teacher

Jun. 2017 - Jun. 2017, 996 Saratoga Ave, San Jose CA 95129
Created, planned, budgeted, and taught an art class. Designed the curriculum to be engaging and entertaining for all students, yet yielding impressive project results, accommodating the wide age range (4-11) and differences in artistic skill.