



Kunyang Ji

Illustrator, Graphic Designer, Game Designer

CONTACT

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Wellington

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EDUCATION

2016 - 2017

Master of Design Innovation

@ Victoria University of Wellington

Media Design

2011 - 2015

Bachelor of Arts

@ Huazhong University of Science and

Technology

Digital Art Design

INTERESTS

/ Photography /

I have great passion for photography and I intend to capture the best moment in Wellington to make a city series.

/ Sports /

I enjoy playing basketball and participated in many basketball matches at school.

I'm a designer and artist who is now looking to utilize my developed skills and expertise within a commercial environment as I aim to grow my personal creative identity to position myself within the creative industry. I would also like to gain more experience in community and social service as I consider it is an important part of self-improvement for being a team player.

WORK EXPERIENCE

Sep 2018 - Nov 2018

Design Intern @ New Zealand Chinese Jockey Club

--- **Website building skills** (WordPress): I mainly contributed on revising the web page layout of their website, making the website more readable.

--- **Graphic design skills** (Illustrator, Photoshop, InDesign): I designed the booklet, invitations and posters for their major events in 2018 & 2019.

--- **Ability to handle pressure**: I handed on time for each emergent task I was given to.

Apr 2018 - Present

Game Artist @ Singing Dragon Studios

--- **Art production skills** (Photoshop, Procreate): I am providing the concept and art direction for this 2d horror game. I am also producing the assets including animated characters and environment.

--- **Ability to communication efficiently**: I always prepared enough references for the meeting in advance, which helped the team easily get a clear vision for the art direction.

Mar 2018 - Present

Illustrator (Distance working) @ Sigua Cultural and Creative Design Studio

--- **Drawing and design skills**: I am creating a series of hand-drawing watercolour illustration for decorative Washi tapes and stickers. Each illustration is original designed.

--- **Multi-tasking skills**: I was focusing on other design jobs at the same time so I

May 2018 - Sep 2018

Web & Graphic Designer (Distance working) @ Cyberaire Global Service Co., Ltd

--- **UI design skills** (Adobe XD, WordPress): I took charge of the entire UI design of three business websites.

--- **Graphic design skills** (Illustrator, Photoshop): I provided two logo design and a business card design for clients.

--- **Willingness to learn**: I've studied an online course on UX design to update my skills.

Jul 2013 - Aug 2013

Intern @ Hunan Broadcasting System

--- **Video editing skills** (AfterEffects): I worked in the post-production department, specialising in subtitle adjustment for a TV news program.

--- **Teamwork**: I started a study group to collect different sound effects and background music for future projects.

2014 - 2018

Other freelance experience

Cover illustration @ Qingmangyuedu Wechat Official Account;

Web banner & Layout design @ Kiiwiisoft;

Game character design @ AgragaGames, PickLock.



ACTIVITIES

2018

PxlJam --- winner

As an artist in a four-people group to make 2d platform game

2018

Heart Kids bucket collection, volunteer

2018

DocEdge Film Festival, volunteer

2018

Watercolour Tutor, volunteer

Providing an art class for a group of 1-5 elderly residents who have an interest in art at Te Hopai Home, weekly.

2018

Video Editor, volunteer

Edited tutorial videos and for Afghanistan Entrepreneurs.

2016

Vinnies Book Fair, volunteer

Tidied and sorted books alphabetically. This was an invaluable experience and gave me the opportunity to meet the locals and make a contribution to the community.



PROJECTS

Master Thesis (Supervisor: Tom White)

Using In-game Biofeedback to Induce Player Serenity

--- Unity, Processing, Arduino & Blender

Attack on Wellington (Master Course Project)

A creative video working with motion capture data

--- Python, AfterEffects & Maya

Undergraduate Final Year Project (Supervisor: Xinyuan Cai)

Potato In the Obscurity - a 2D pixel-style puzzle adventure game

--- UNity, AfterEffects, Photoshop & PyxelEdit



REFERENCES

Available on request.

