

Yewon Yun

Designer

Creative and passionate BFA (Fine Arts) undergraduate with an additional major in Human Computer Interaction (HCI). Studying a minor in Animation & Special Effects. Reliable team member with strong communication skills and ability to adjust work for various environments. Offers deep understanding in various 2D and 3D design programs. Always strives to venture in different platforms of visual communication. Rooted time management abilities and values responsibility as a core personality.

Contact

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Portfolio

<https://sarahyunsportfolio.squarespace.com/portfolio>

Work History

2023
Jul - Aug

UI Design Intern

NetMarble, Seoul

NetMarble is South Korea's largest mobile game company, founded in 2000

- Designed 400 game icons for 'Arthdal Chronicles' project
- Utilized AI generative program Stable Diffusion and Adobe Photoshop for design
- Play tested the developing game
- Cultivated interpersonal skills by building positive relationship with others

2022
Jun - Aug

UI Design Intern

Krafton, Seoul

Krafton is a South Korean game company most known for their game PlayerUnknown's Battlegrounds

- Designed item icons for a developing game, *Birmingham*
- Utilized Adobe Photoshop to illustrate 80 icons
- Input the designs into Unreal Engine
- Tested the game as a player
- Attended unit meetings addressing the general direction of the game

Education

2021 Aug
- Current

Bachelor of Fine Arts and HCI Additional

Carnegie Mellon University - Pittsburgh, PA

- Additional major in Human Computer Interaction
- Cumulative GPA 3.96, Dean's List

Skills

Design

Maya
Blender
Rhino
Procreate
Unity
Unreal Engine
Adobe Substance 3D Painter
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Adobe Premiere Pro

Language

Python
C #, C++
JavaScript
HTML, CSS
English-Full
Korean-Native

Awards

2021 Young Arts - Visual Art