

# Jun Yeo

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## Education

- Academy of Art University, San Francisco, CA Aug 2013 - May 2017
  - >Bachelor of Fine Arts Degree, Illustration, Graduated May 2017
- University of Southern California, Los Angeles, CA Aug 2012 - May 2013
  - >Bachelor of Arts, Communications, Transferred May 2013
- Workshops
  - >Advanced Visual Storytelling with Mark Andrews (Iron Giant) Apr 2017 - Jul 2017
  - >Intro to Visual Storytelling with Sam Hood (Inside Out) Feb 2017 - Apr 2017
  - >Action Adventure Storyboarding with Steve Ahn (Voltron) Oct 2016 - Jan 2017

## Work Experience

- Freelance Illustrator May 2017 - Present
  - >Currently working on CITIZEN/, a magazine celebrating community leaders in Wisconsin
- Comic Artist, Writer Dec 2017 - Jan 2018
  - >Inked, Colored and Wrote daily comics to promote Crazy Maple Studio's narrative branching mobile game, Chapters: Interactive Stories.
- Game Designer, Writer Jul 2017 - Aug 2017
  - >Wrote three complex narratives for the The Chinese Culture Center of San Francisco
  - >Collaborated extensively with coding team and management to ensure narratives were easy to implement and met team objectives.
- Layout & Background Artist Jun 2016 - Dec 2016
  - >Designed backgrounds and layouts for Kupala Night, a 2D Animation short produced by the Academy of Art University's in-house studio, StudioX.

## Skills

- Storyboard
- Character Design
- Background Design
- Layout
- Cintiq

## Software

- Photoshop
- Storyboard Pro
- SketchUp
- Autodesk Maya
- Shotgun Software

## Languages

- English (Native)
- Chinese (Native)
- Japanese (Conversational)

## Club Activities

- Rugby, Represented High School in Nationals Jan 2004 - Dec 2009
  - >U-19 National Champions, 2009

## Awards

- Academy of Art University Spring Show 2014, 2015, 2017
  - >Kobra Kahn, Character Design
  - >3min Ninja, Quick Studies, 3rd place for Clothed Figure Drawing
  - >Vanitas Still Life, Analysis of Form