

JUSTINA YEUNG

ARTIST & DESIGNER

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WORK EXPERIENCE

UX/UI Designer, Technical Artist, TPM

Zollpa LLC | Rochester Hills, MI | Jan 2023 - Aug 2024

- Develop and conceptualize comprehensive UI/UX design strategies.
- Produce UX design solutions through wireframes, visual and graphic designs, and flow diagrams.
- Design and animate UI elements such as widgets, menus, icons, and buttons.
- Collaborate with programmers to incorporate UI events and systems to improve game flow and comprehension.
- Aid in other developmental services including particle effects, party systems, and intro and outro sequences.
- Developed testing plans and reviewed features and functionalities for quality assurance.
- Oversee the development of RoboSquad through road mapping, source control, and task management.

Technical Artist

Remote Control Technology | New York, NY | Jan 2022 - Jan 2023

[Peloton - Lanebreak]

- Optimizing and stress testing for artwork within the constraints of an Android tablet.
- General repository management to maintain a clean workflow and efficient merging of artwork and technical art features.
- Technical artwork development and production for Android tablets.

[Remote Control - AR]

- Create UX wireframes and user scenarios for co-presence interactions.
- Create mock-ups and sketches for co-presence interactions.
- Explore networking solutions for Unity WebGL builds.
- Develop new interactions using Unity and C#.
- Implement effects and shaders as needed to enhance the experience.
- Implement Unity networking as needed for the experience.

Associate Designer/Technologist

Technodramatists | New York, NY | Winter 2020 - Jan 2023

- Conceptualize, design, iterate, create, and implement virtual assets into Unity. Create graphics and game design ideas for the Productions and related projects.
- Provide design services for the Producer's in-development productions as well as auxiliary materials including but not limited to web design and promotional materials.
- Collaborate and communicate with the Producer's creative and tech team to optimize and further develop technological and creative processes.

EDUCATION

Parsons The New School for Design

Design and Technology BFA: Game Design

Immersive Storytelling, Minor

Creative Coding, Minor

Cumulative GPA: 3.94 / 4.0

SKILLS

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Figma

Notion

Unity

Unreal Engine

Substance Painter

Maya

Mudbox

C#

Source Control

Google G-Suite

EXHIBITIONS / EVENTS

Parallel, "DaYa's World", Parsons School of Design, New York, NY. (invitational) | 2021

Our Cosmos, "DaYa's World", Babycastles, New York, NY. (invitational) | 2021

Enter Playmode, "Cassius", Wonderville, Brooklyn, NY. Collaborator: Nicole Polidore (invitational) | 2019

PlayTech, "Click and Clunk", Parsons School of Design, New York, NY. Collaborator: Michelle Tu (invitational) | 2019