YIKUN SUN

3D/2D Game Artist, Environment Artist,
and Game Designer

CONTACT

ysun24@pratt.edu
(347) 331-5431
yikunportfolio.com

SKILLS

Maya
ZBrush
Substance 3D Painter
Unity
Procreate
C#
Ink
Twine
Photoshop
Premiere Pro
Godot
After Effects
Python
Nuke

Game Assets Creation
Character Creation
Next-Gen 3D Modeling Pipeline
Creative Game Design
Game Narrative Design
Game Coding
Video Editing&Compositing
Graphic Design

EDUCATION

Pratt Institute, Brooklyn, NY
BFA in Game Arts
Expected in 05/2025

LANGUAGES

English (Fluent)
Chinese (Proficient)
Japanese (JLPT N2)

EXPERIENCE

Lead Artist, Narrative Design, Programmer | BananaBread Studio
APR2023 - PRESENT

HELL NO · Unity 3D Chinese-style Narrative Game · 2023.11-2023.12

-Created original artwork for seven main characters and four architectural structures inspired by Chinese underworld mythology as modeling references.
-Completed 3D modeling and created ID maps for six characters using Maya.
-Designed a mobile system combining bubble tea and swiping game mechanics, blending Chinese folklore with contemporary culture.
-Crafted a humorous and original modern Chinese underworld story to establish a light-hearted atmosphere for the game.
-Developed dialogue controllers in Unity and wrote dialogues using Ink, integrating them into interactions with NPC characters.
-Utilized self-made assets, Unity Asset Store resources, particle systems, and post-processing to construct the main game environment.
-Enhanced user experience by developing and refining the third-person character controller in Unity.

STUPID ORIGAMI COLLECTOR · Unity 3D Narrative Puzzle Game · 2023.4-2023.5

-Created a game background story based on collecting origami and designed basic collecting mechanics.
-Designed and constructed terrains for the main world and two levels using ProBuilder to complement collection, exploration, and puzzle-solving elements.
-Wrote character dialogues using Ink to guide players and enrich the game's lore.
-Supplemented and constructed environments using assets from the Unity Asset Store, creating a dreamy style.
-Designed interactive tutorials and UI guides to improve the game's accessibility.
-Optimized the player controller through multiple programming and animator iterations, enhancing the overall gaming experience.

SELECTED PROJECTS

FLOATING CYBERPUNK ISLAND · Unity Game Environment · 2023.9-2023.11

-Designed a controllable game character and a main environment, presented in a dreamy cyberpunk style.
-Utilized next-gen modeling pipeline to model all environmental assets and conducted texturing work.
-Implemented a variety of material animations using Shader Graph in Unity, enhancing the game's visual effects.
-Sculpted characters using ZBrush, re-topologized them in Maya, and then completed rigging and animation using Mixamo.
-Created multiple sets of ad posters and beverage packaging textures in Photoshop, adding rich details and atmosphere to the game.

MELTING CHRISTMAS · Maya Environment · 2022.10-2022.11

-Utilized MASH Network in Maya to create a realistic model of a Christmas tree.
-Employed nCloth to craft sofa cushions, achieving the most lifelike effect possible.
-Utilized xGen to quickly generate fur for carpets and cats, significantly reducing production time.
-Incorporated a cartoon renderer to blend the second style into the design, creating a sense of dimensional collapse.
-Created a warm atmosphere by using lighting setups to simulate a television playing and casting light onto the sofa.