

Yumi Yamazaki

Illustrator | Visual Development Artist

yumiyamazaki.com

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Education

Otis College of Art and Design

(Aug 2015 - May 2019)

Bachelor of Fine Arts Degree

Digital Media Major

GPA 3.84

Grand Central Atelier

(Sept 2021 - May 2022)

Skills

/ Digital & Traditional Drawing & Painting

/ 2D Animation

/ Storyboarding

/ Adobe Photoshop, Illustrator, Animate,
Premiere Pro, InDesign, After Effects

Languages

/ English & Japanese fluency

Awards

Walt Disney Imagineering

Imaginations Design Competition 3rd Place (2018)

Awarded 3rd place in Imagineering's annual themed entertainment design competition. Worked with a team to develop and pitch a theme park revitalizing an existing ghost town. Contributed to story development, prop design, attraction layout, and key frame illustrations. Art directed pitch slides and brought concept art to final production level.

Otis College of Art & Design

/ Presidential Scholarship (2015-2019)

/ Dean's List (2015-2019)

/ BFA with Academic Excellence (2019)

Experience

Super 78 x Mattel (Jan 2022 - present)

Freelance Concept Artist

Responsible for designing, drafting, and painting themed environments.

Working with a team to develop sketches and paintings of themed spaces to present to clients.

Jam City (Sept 2020 - Aug 2021)

2D Artist

Responsible for designing splash illustrations, props, characters, and graphic UI elements for the Genies and Gems mobile game.

Worked closely with a small and fast-paced team that demanded flexibility and versatility. Created highly polished marketing art to publish on social media platforms for game promotion.

Mycotoo Inc. (May - Aug 2020)

Freelance Graphic Designer

Worked with a team to design a large scale indoor graphic mural for Paisley Park. Responsible for production level graphic design utilizing skills in typography and hand lettering.

Walt Disney Imagineering

(May - Aug. 2018 & June 2019 - April 2020)

Concept Design Intern

Used traditional and digital drawing/painting skills to design props, illustrations, and graphics for Tokyo Disney Resort. Worked closely with a team to help visualize concepts and create finished renderings to be installed in the park.

Worked in a highly interdisciplinary team that demanded well-rounded skills in visual communication.

Amuse Group USA, Inc. (May - Aug. 2017)

Design Consultant, Translator Intern

Assisted the Film Dept. with script coverages, reviews, and translations for English & Japanese TV shows & movie scripts. Designed characters and graphics for a new film IP.