

Linjie Yang

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Education

- Bachelor of Fine Arts, **Character Animation** at **CalArts** (California Institute of the Arts)
Graduated in May 2021
- Master of Fine Arts, **Animation and Digital Arts** at **USC** (University of Southern California)
Expected graduation: May 2025

Experience

- **Freelance Character Designer** at **Moonbug Entertainment** February 2022 - May 2022
 - [Los Angeles, California](#)
 - Designed animal characters for *CoComelon Animal Time* series; worked on technical turnarounds, pose sheets, and expression sheets; addressed notes from the art director and the creative executive
- **Freelance Storyboard Artist** at **Supernova Design** September 2021- November 2021
 - [Los Angeles, California](#)
 - Brainstormed story ideas and storyboarded for an animated short for **Snapchat**; addressed notes and critiques from the director and the clients.
- **Freelance Illustrator** at **Coned Cultural Media Co., Ltd** May 2021- June 2021
 - [Shanghai, China](#)
 - Worked on inking, color design, and background painting for a comic project.
- **Teaching Assistant** at **CalArts** September 2020- May 2021
 - [Valencia, California](#)
 - Helped instructors monitor classes; organized attendance sheets and course-related files; answered questions from students.
- **Freelance Illustrator** at 百词斩 **Bai Ci Zhan** August 2020- September 2020
 - [Sichuan, China](#)
 - Worked on designing, coloring, inking, and illustrating for various educational projects targeted at young children.

Skills

- Proficient in Adobe Animate (Flash) | Procreate | Adobe Photoshop | Adobe Premiere | Adobe After Effects | TV Paint | Toon Boom Harmony | Toon Boom Storyboard Pro | Word | Excel | Google G Suite;
- Knowledgeable of ZBrush | ProTool | InDesign | Maya | Blender