

YEN CHUN LIN (Yen)

2D ARTIST & UI ILLUSTRATOR & GRAPHIC DESIGN

Illustration · UI Assets · Concept Design

EXPERIENCE

Digital Marketing Executive – QC Law Ltd. (2024–Present)

Assisting with digital marketing strategy for EU and Asia audiences.

Founder / Lead Designer – Flydesign Studio (2009 – 2019 Remote)

Founded and managed a design studio providing visual content for over 30 clients. Projects included branding visuals, illustrated assets, and cross-platform campaigns for games, publishing, and digital products.

Created illustrations, UI kits, character concepts, and promotional artwork tailored to each client's narrative tone and visual direction. Specialized in stylized aesthetics and versatile applications—from editorial layouts to game-oriented UI elements.

Maintained visual consistency and emotional clarity across deliverables while adapting styles to suit varied platforms and production needs.

EDUCATION

MA Games Design

University of the Arts London (London College of Communication)

Graduated with Merit | 2019 – 2021

BSc Industrial Design

Tatung University, Taiwan | 2004 – 2008

CERTIFICATIONS & MEMBERSHIPS

2D Game Artist

ELVTR (2025) Certificate of Completion with Distinction

Technical Artist

ELVTR (2025) Certificate of Completion with Distinction

Graphic Media Design

London College of Communication, UAL (2018)

User Experience (UX) Design

Camberwell, Chelsea, Wimbledon Colleges, UAL (2018)

100 Drawing Projects

Central Saint Martins, UAL (2018)

GAME INDUSTRY INVOLVEMENT & PUBLIC ENGAGEMENTS

Exhibitor – UK Games Expo, Birmingham, UK (2024)

Independent board game showcased at the largest tabletop convention in the UK.

Exhibitor – SPIEL Essen, Essen, Germany (2024)

Participated with original board game at one of the world's largest game conventions.

Organizer – Gaming Activity in Kanding Village, Pingtung, Taiwan (2023)

Contributed to the design and execution of a community-focused gaming event.


Guest Speaker – Department of Comic Art, Tainan University of Technology (2022)

Invited to speak on personal experience in game development and creative pipeline.

PROFILE


As a multidisciplinary visual designer with a passion for worldbuilding and style, I specialize in creating compelling 2D visuals for games, branding, and interactive experiences. From stylized illustrations to UI assets and narrative-driven compositions, I deliver clarity and emotional depth through visual form. I'm especially drawn to stylized aesthetics with narrative tone, and have experience adapting art assets for digital production environments.

PERSONAL INFORMATION

 +44 7743013477 / +886 926662683

 arklantis@hotmail.com

 Current UK Visa Holder
Taiwan Passport – Visa-free access to 140+ countries

 <https://www.yen-art.com/>

TOOLS & SOFTWARE

- **DIGITAL PAINTING**
Clip Studio Paint, Photoshop
- **UI / VISUAL DESIGN**
Figma, XD, Illustrator, InDesign
- **ANIMATION / FX**
After Effects, Unity, Unreal Engine (2D shader/VFX)

CORE STRENGTHS

- Strong sense of visual storytelling and atmosphere
- Able to adapt style across project needs
- Solid knowledge of composition, color, and form
- Fast turnaround and iteration in digital illustration
- Collaborative with design and narrative teams

LANGUAGES

- Chinese: Native
- English: Fluent / Professional Proficiency
- Japanese: Basic (reading/conversational)