

Ji Yea An

Visual Development Artist

PROFILE

Talented visual development artist skilled in designing creative and original environments, props, and cinematic moments for animation, film and games. Open-minded collaborator with a strong work ethic.

EXPERIENCE

2D Background Artist (Full-time Contract)

OddBot Inc. / Nov 2025 - Feb 2026

- Translating the director's narrative vision into high-quality backgrounds and character portraits that drive the storytelling of an upcoming project.
- Facilitating seamless remote collaboration from South Korea, engaging in weekly production syncs via Google Meet to align with the US-based creative team (PST).
- Iterating on environment concepts and digital paintings based on creative feedback to ensure high-fidelity results that meet production standards.
- Maintaining strict brand consistency for the upcoming project IP while demonstrating high-level self-management and reliability as a full-time individual contractor.

2D Environment Artist (Contract)

Mindshow / Client - Mattel / Feb 2022 - May 2025

- Contributed to the environment and set design for various Mattel animated music videos, including Monster High, Barbie, and Enchantimals.
- Specialized in creating complex isometric sets and environment layouts, ensuring precise spatial flow for 3D character interaction.
- Designed a wide array of stylized props, assets, and detailed asset breakdowns, maintaining the unique visual language and color palette of each individual brand.
- Collaborated with the Art Director to create atmospheric digital paintings, establishing the lighting and mood for various musical themes.

CONTACT

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South Korea

PORTFOLIO

www.janvisdev.com

ACHIEVEMENTS

Audience Honor, Branded series,
17th Annual Shorty Awards -
"Barbie Dream Besties" Series,
2025

Runner-up, Exhibition Award, CTN
2021

Runner-up, Best in Animation
Spring Show Award, Academy of
Art University, 2021

Featured Artist
Spring Show Exhibition, Academy
of Art University, 2019 - 2021

EDUCATION

Bachelor of Fine Arts in Visual Development

Academy of Art University
San Francisco
Graduated May 2021

SKILLS

Visual Development
Illustration & Concept Art
Character & Prop Design
Environment Design
English & Korean

TOOLS

Adobe Photoshop
Clip Studio Paint
Blender (3D Layout & Blocking)