Jayo Kuo

Illustration and Visual Development

https://www.atalinaart.com

(916) 586 - 4579

jkuo14@ucsc.edu

100 Segre Pl, Santa Cruz, CA, 95060

Digital artist with 5 years of experience; proficient in illustration, character design, concept art, and comic art. Looking to create vibrant, high-quality art for comics, games, and interactive media.

Experience

Project Director | 3 More Days *Santa Cruz, CA*
Oct 2024 - Present

- Led team of 3-5 game design students in creating fully developed game within 8 months
- Created high-quality character sprites with detailed rendering
- Designed and created all UI assets
- Further work as assistant background and cutscene artist
- Created production timeline, scheduled meetings, assigned tasks, and provided consistent feedback to team

Editor-in-Chief | Fish Rap Live! *Santa Cruz, CA*
Sep 2022 - Present

- Led creative direction for bi-quarterly university publication
- Utilized graphic design skills to create high-quality, multi-page issues
- Trained members in industry-standard software such as Adobe Indesign and Photoshop
- Organized production workshops, weekly meetings, funding presentations, and outreach campaigns
- Increased membership by 200% over 3 years

Teaching Assistant | University of California, Santa Cruz *Santa Cruz, CA*
Sep 2024 - Dec 2024

- Worked as TA for Business of Games, an upper-division class on career paths in game design
- Graded over 15 student papers weekly to critique project pitches, marketing briefs, and more
- Worked with professor to modify assignment guidelines based on student feedback

Education

BA: Art & Design, Games and Playable Media 2021 - 2025 (Expected)
University of California, Santa Cruz
Dean's Honor 2024-2025

Skills

Illustration | Character Design | Comics and Sequential Art | Concept Art | Visual Development | UI Design | Graphic Design | Production | Team Leadership | Organization | Collaboration | Attention to Detail | Mandarin (Fluent) | Japanese (Intermediate)

Software

Procreate | Adobe Photoshop | Adobe Indesign | Blender (Working Knowledge)