

Yen Quach

ART/ILLUSTRATION/COMICS/ANIMATION

Creative Resume

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EXPERIENCE

Yendraws Freelance Illustration

June 2011 - PRESENT

Coordinating and collaborating with clients, creating works in traditional and digital media as required by the project and to assigned deadlines.

Creating art for, as well as pitching, writing and lettering for comics and comic anthologies, which have been successfully kickstarted and published.

Creating artwork for Twitch streams, ranging from overlay and splash artwork, to animations, to Twitch Emotes and Badges, iterating original ideas as well as homages to existing IP.

Clients include: The Open University (UK), MIT Press, Oxford Digital, Ascend Comics, Brain Mill Press, New Internationalist

Open University (UK), — Sketch Artist

July 2017

Provided sketch notes and guidance during a 'Sketch Your Thesis' session at the Open University.

Open University (UK), — Illustrator

Aug 2016 - Dec 2016

Designing and drawing assets for an interactive board game, to be used by 'Human-Computer Interaction' researchers at the Open University to be used in the mk:smart scheme

The Astral Gypsy Ltd, — PrePress Assistant

Feb 2015 - July 2016

Prepress assistant for the hardback reprint of Al Davison's 'Spiral Cage', which was last published in 2003. This role included finding, organising and scanning the original pages, then scanning and cleaning up the artwork and lettering for print at high res.

Reorganised and maintained the digital and physical assets for the project, as well as an overhaul of the art studio itself.

ART SKILLS

Digital Media

Adobe Creative Suite
Clip Studio Paint

Traditional Media

Watercolor
Colored Pencil
Pen and Ink

SKILLS

Good social, interpersonal and leadership skills

Able to work independently, reliably and efficiently

Collaborates effectively

Positive, proactive, creative and a quick learner.

EDUCATION

Coventry University, UK —
BA(Hons) Illustration and Animation

September 2012- May 2015

Milton Keynes College, UK—
Level 3 Foundation Diploma in Art, Design and Media (Distinction)

September 2011 - May 2012

Aycotec, Full time — Creative Director

Aug 2015 - May 2016

Created branding elements and style guides, as well as various back of house upkeep. Creating and assembling user interface for handheld air quality scanning units.

A Voice Not Heard Ltd, — Freelance Illustrator

Sept 2013 - Oct 2013

Illustration for use on promotional materials and website for online therapy website.

The Open University (UK), — Freelance Graphic Designer

June 2011 - Aug 2011

Creating icons and a logo for the 'Animal-Computer Interaction Lab' at the Open University.

PUBLICATIONS

POMEMAG, — Comic Artist & Writer

October 2019 - April 2020

15 comic pages for 'Going Steady', a romance comics anthology curated by POMEMAG. I pitched an original story during the submissions window, developing the core concept, characters and environments to set deadlines.

The story, art and lettering for the comic was done by myself and I worked closely with an editor during the creation process.

During the Kickstarter campaign, I promoted the project on social media through updating a thread daily with concept and development work from the comic.

Planetside Anthology, — Comic Artist

October 2017 - April 2019

8 comic pages for 'Planetside Anthology', which was pitched during the submissions window, developing the core concept, characters and environments to set deadlines with the writer.

Social media promotion during the Kickstarter campaign

Ascend Comics, — Comic Artist & Writer

December 2017 - Jul 2018

8 comic pages for 'Alloy Anthology: Electrum', which I pitched during the submissions window, developing the core concept, characters and environments to set deadlines.

Story, art and lettering for the comic done by myself, after checking in with editors after each stage.

Social media promotion during the Kickstarter campaign (Alloy Anthology) and liaison with backers for custom digital commissions and traditional sketches

Brain Mill Press, — Comic Artist & Letterer

June 2016 - Aug 2017

Collaborating with Al Davison (artist and writer) and edited by Alisa Kwitney, I worked on the 'Future Echoes' title, providing art and lettering.

Also handled note taking during meetings and clarified communications.

Kept the studio and all project assets, physical and digital, organised through creating and maintaining a system to work and reference within.

Source Point Press, — Comic Artist & Writer

May 2016 - Jan 2017

7 comic pages for 'Torsobear Volume 3: Back on the Blocks' of Frank Martin's chapter 'One Giant Robot for Toykind'.

I also provided an original illustration to be given to a backer of the successful Kickstarter campaign.

New Internationalist, — Comic Artist & Writer

April 2016 - July 2016

10 comic pages for a chapter in 'Portraits of Violence: An Illustrated History of Radical Thinking' by Brad Evans and Sean Michael Wilson.

I was in charge of both the artwork and lettering for my chapter.

The MIT Press, — Freelance Illustrator

Aug 2014 - Jan 2016

Illustrations for 'Software Design Decoded: 66 Ways Experts Think' by Marian Petre and Andre van der Hoek

I helped to generate appropriate illustrations for the 66 concepts beyond literal visualizations to add extra depth to the text and reader's understanding

OTHER PROJECTS

#draweveryday Project, — Creator

Jan 1st 2013- Present

Drawing every day in a 2.5 x 4in hardbound sketchbook and posting it under the #draweveryday and #ded(year) tags on social media. Have not missed a day of posting or drawing.

The Witch Zone — Co-creator

July 2016- Present

A collaboration with @pipopixie where we collaborate on positive and fun art projects.

Including but not limited to:

- Twitch stream overlays (animated/interactive)
- A digital dress up doll (lookmaker.witch.zone)
- A Love Love! School Idol Festival homage (sif.witch.zone)
- various cards and illustrations for seasonal holidays and events that range from Valentine's, to Summer Mischief, to Christmas.