

Lorraine Yee

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<http://lorraineyee.com>

APPAREL, TEXTILES, AND CONSUMER PRODUCTS ILLUSTRATOR

My goal is to develop looks, stylish illustrations, and textiles for apparel and or consumer products.

WORK EXPERIENCE

Art of Lorraine Yee

San Francisco Bay Area, CA

Textile Design | Graphic Design | Illustrator

April 2013 – present

- Freelance business producing art prints, soft goods, apparel, and custom artwork
- Design textiles and graphics to be used for fabrics, pillows, bags, and apparel
- Research current trends to create appealing artwork for the modern world
- Conduct all administrative duties such as communicating with suppliers, purchasing all materials, and locating venues to vend

Dolls Kill

San Francisco Bay Area, CA

Textiles and Graphics Designer for Apparel

August 2020 – present

- Create original graphics and textiles for Dolls Kill's original brands and licensed collaborations
- Prepare final artwork files for printing production; indexed color separation, embroidery, and more
- Experience preparing tech packs for factories and creating cut-and-sew pattern pieces for factories to use
- Research trends per season to create informed designs

Bioworld

Irving, TX (Telecommute)

Product Designer for Juniors Apparel | Textiles, Graphics, and Apparel

March 2016 – August 2020

- Design graphics and textiles using licensed and original artwork for Juniors apparel
- Design eye-catching silhouettes and CADs for new garment development
- Working in PLM system to manage designs
- Research trends per season to create informed designs

Minted

Oakland, CA

Design Associate | Merchandise Graphic Designer

November 2015 – March 2016

- Prepare and clean designer submission files and implement items onto ready-made templates
- Create proofs based on orders and requests placed by customers and prepare them to print
- Photo correction and editing
- Quality control proofs to ready for printing; punctuation, spelling, spacing, uniform color

Crowdstar

Burlingame, CA

2D Production Artist | Illustration

April 2014 – July 2015

- Used Adobe Photoshop to design, paint and render art assets for popular fashion game *Covet*
- Researched current trends to create relevant and appealing artwork for modern fashion
- Edited outsourced work for fashion game *Covet*

Crowdstar

Burlingame, CA

Visual Development | Illustration | Production Artist

May 2012 - October 2013

- Concepted characters, backgrounds, and props for titles such as *Mermaid World*, *It Girl*, *Top Stylist*, *Happy Pets*
- Made and recolored art assets in Adobe Illustrator and Adobe Flash
- Engaged in creative research in order to create most appealing artwork for games

EDUCATION

San Jose State University

San Jose, CA

- Bachelor of Fine Arts Animation/Illustration; Emphasis in Illustration
- Relevant coursework: 2-D Animation, 3-D Modeling, Painting, Drawing, Visual Development
- Creative Thinking art course in Paris, France, Summer 2009

May 2012

OTHER SKILLS

Adobe Photoshop, Illustrator,
InDesign

MAC and PC
Garment Design and Construction

Cantonese Chinese

ACTIVITIES

Shrunkenheadman Animation/Illustration Club

San Jose, CA

Secretary

2011

- Wrote newsletters with distribution of 500 and more students and alumni
- Helped organize club events, including meetings, guest lectures, film screenings

AWARDS

Cherry Blossom Festival Costume Contest

San Francisco, CA

- Entered self-designed costumes into competition pool of 120
- Third place overall in 2007, 2009, 2010; Fourth place in 2011

Anime Expo Costume Contest

- Second place overall in 2007 “Midnight Tea” for self-designed costume set inspired by Alice in Wonderland