

Emi Yining Sun

A Game Designer blending animation and fine art expertise



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Education

- 2021-2024 **California Institute of Arts (Calarts)**, Valencia, California
Master of Experimental Animation Candidate
- 2017-2021 **Maryland Institute College of Art (MICA)**, Baltimore, MD
Bachelor of Fine Arts in General Fine Arts
Summa Cum Laude | Dean's list | GPA 3.905

Creative experience

- 2021-2022 **Independent Game, [MeMoMi](#)**
Develop programming, story & art. 100% positive on Steam!
- 2024 **Teaching [Experimental Game Design](#)** at California Institute of Arts.
Self-designed short-term creative curriculum, centered on the fusion of aesthetics and mechanics.
- 2023 **Director assistant**, Golden Horse Shortlisted Animated Film, [Braided](#)
Oversaw animation team coordination, scheduling, and progress to ensure timely production.
- 2022 **Independent Game, [Colored-IN Afternoon](#)**
Gameplay-focused game in a 3 week timeframe as part of USC's Game Design course.
- 2021 Fashion Design Collection, [Soft Game](#) MICA's Multi Media Event
- 2022 Animation clean up, Animated Music Video [Bugs](#)
- 2014 Internship, *Vasoon Animation* Beijing, China

Skills

- Skill-set Adobe Suits | 2D animation | Game design | | Basic 3D modeling | editing
- Work traits Good at planning framework, presentation and time management
- Language Mandarin Chinese, English, Japanese

Exhibition & Awards

- 2021 CalArts Grad Scholarship
- 2021 Jules Engel Student Scholarship
- 2020 Solo Exhibition at MICA *Modern Monster*
We are Everywhere LGBTQIA+ Exhibition
- 2019 MICA Juried Fiber Show; MICA Puppet Show
20th Baltimore Great Halloween Lantern Parade & Festival

2018
2017

MICA Distinguished International Student Award
MICA Presidential Scholarship MICA Starr Foundation Scholarship