

Elaine Yue (she/her)

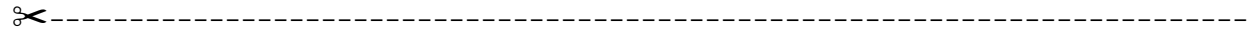
3D, GAME, AND VIDEO ARTIST

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Education

Bachelor of Fine Arts

AUG 2022 - MAY 2026

School of the Art Institute of Chicago

Software

Maya Autodesk

Unity

Unreal Engine

Dragonframe

Womp3D

Logic Pro

Premiere Pro

MaxMSP 8

Procreate

HTML & CSS

Exhibitions and Shows

Gameplay Video, *We Don't See Eye to Eye*, August 2024

- Screened in *OuRART* at Siragusa Gallery in Chicago

Game, *Onionboy*, March 2024

- Played at *PopUp Arcade* at DADS (Digital Arts Demo Space) in Chicago

MaxMSP piece, *15618 Gathering Oaks Dr.*, February 2024

- Performed live for *Radical Signals* at TRITRIANGLE in Chicago
- Recording played for *Real Eyes, Realize, Realtime* online screening

Animation, *i am a house, my house is me*, August 2023

- Screened in *OuRART* at Siragusa Gallery in Chicago

Video, *Starweaver*, March 2023

- Screened for *48.24.12 Challenge* at Sharp Neiman Center in Chicago

Video, *Design a Dog*, March 2023

- Screened in *ArtBash: Blackbox* at Sharp Neiman Center in Chicago

Awards

AP Scholar Award

SAIC Distinguished Scholar Scholarship

Third Place in 48.24.12 Challenge