Ellisha Shin

Designer | Creative Technologist

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Professional Summary

Designer and Creative Technologist who builds visual identities and immersive experiences across digital, spatial, and interactive media. Combines art direction, conceptual development, and emerging technology to shape how audiences experience an idea, brand, or space.

Professional Experience

Universal Creative **Sep 2025 - Nov 2025**

• Developed concepts for Universal Destinations & Experiences as part of a SCADpro collaboration with Universal Creative within a multidisciplinary team.
• Designed and built immersive environments in Unreal Engine, contributing to themed level design that supported spatial storytelling and world-building, and guest experience.

Mayo Clinic **June 2025 - Aug 2025**

• Contributed to the research and development of an Augmented Reality (AR) Basic Life Support (BLS) training simulation for healthcare professionals, first responders, and medical students, as part of a SCAD course collaboration with Mayo Clinic as a member of the prototyping team.
• Collaborated with graphic designers to translate and implement UI concepts into functional, gesture based and interactive AR prototypes for hand tracking.
• Simulated realistic body responsiveness and physical interaction using ragdoll physics for touch-based simulation.

Selected Projects

Manitaire **Nov 2025 - May 2026**

• Co-created a multiplayer VR tabletop dice experience from concept to completion, defining its core mechanics, progression, narrative, thematic world, and player experience through collaborative ideation and prototype testing.
• Directed the project's artistic vision and visual narrative, producing its visual identity, graphic design, environment, UI/UX, website, and promotional trailer from concept to showcase.
• Selected by SCAD for exhibition at the 2026 Game Developers Conference (GDC) in San Francisco in the immersive media category.

Virtual Reality Recall **Jan 2025 - March 2026**

• Contributed to a first-of-its-kind pilot project through SCAD, creating a fully playable Fortnite island featuring a Prop Hunt–style shooter. Published on Epic's platform and built in Unreal Editor for Fortnite (UEFN).
• Served as a key environment artist, creating themed environments and cyberpunk-inspired spaces that defined the island's visual language, set design, and environmental storytelling.

Education

Bachelor of Fine Arts, Immersive Reality **Sep 2022 - May 2026**

Savannah College of Art and Design

Skills

Graphic Design • Branding & Identity • XR Design (VR/AR) • Digital Design • Motion Graphics • UI/UX Design • Interaction Design • Concept Development • World Building • Environmental Design • AI Workflow Integration • Design Strategy • Creative Direction • Virtual Production • Cross-Functional Collaboration

Softwares

Unity, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Adobe After Effects, Figma, Framer, Canva, Autodesk Maya, Autodesk Revit