



RESUME OF ROUMEE YI

SKILLS

- Proficient in Microsoft Office, 3ds Max 2008, Vectorworks including 3D modeling, AutoCAD LT 2008, Photoshop, and Illustrator.
- Experienced in hand-drafting and building scale models
- Painting and drawing using various mediums
- Photography using professional camera and equipment

EXPERIENCE

9/07–present **Interior Designer**

W. Charles Perry & Associates, San Mateo, CA

I design interior spaces for renovation projects, 2D drafting and 3D modeling, graphic design for company logo

11/05–6/07

Model Maker, Project Manager, Photographer, Graphic Designer

Gemmiti Model Art, San Francisco, CA

I designed and built architectural models, photographed models when completed, designed company ad for SF AIA directory.

10/04–12/04

Intern Design Services

UCD Campus

I worked both as a team and individually in various tasks including: color boards, library updates, orders, research, finish selections, etc. for campus interior projects

10/03–12/03

Rendering Artist

Emerson Junior High School, Davis, CA

I worked on details of mural, expressing ethnic diversity

3/03–6/03

Intern

Temo Moreno, artist in Davis, CA

I provided research and assistance in the creation of paintings with musical attachments

EDUCATION

- 12/04 University of California, Davis
- B.S. Design (Emphasis in Interior Architecture)
- B.A. Economics

ACHIEVEMENTS & HONORS

- 2004 3rd place for the NEMA kiosk design at the California Lighting and Technology Center, Davis, CA
- 1999 Chairman's Award, American Young Artist Association
- 1995 Golden Bell Prize, International Art Association