



# EDDIE YANG

SPECIAL MAKE UP FX/ VISUAL DEVELOPMENT/ CONCEPT DESIGN/  
SPECIALTY COSTUMES/ PRODUCTION DESIGN

[www.deitycreative.com](http://www.deitycreative.com)

- 2019  
**WHITE HORSE** (Blizzard) : Construction of 6 foot statue  
**“POWER”** (Disney): Character Design TV Series
- 2018  
**JAINA DISPLAY STATUE** (Blizzard) : Construction of 6 foot statue  
**GABBY DURAN** (Disney): Character Design aliens for TV Series  
**DIVISION 2 DISPLAY STATUE** (Ubisoft): Designed booth for Ubisoft live stone carving and marble statue for E3 Display  
**DI-QIAO & KAI DISPLAY STATUES** (Tencent): Created 2 10 foot tall statues for Honor of Kings Game.
- 2017  
**SYLVANAS DISPLAY STATUE** (Blizzard) : Construction of 6 foot statue  
**ILLANG The Wolf Brigade** (Lewis Pictures): Design and construction of 40 armor suits for Korean remake of Jin Roh  
**RABBIDS** (Ubisoft Films): Design of Rabbis look for Live action feature film  
**REGENESIS WAR** : Construction of 3 large scale figures for promotion  
**ARCHITECTURAL DESIGN** (Riot) : Designed interior space of Riot’s on campus museum  
**DIORAMA FIGURES** (Blizzard) : created 2 in figures for Blizzard Diorama  
**CROWN** (Clash of Kings) : created crown and cape for promotional give away  
**QUILL** (Trade Group) : created (300) 3 inch tall mouse for promotional give aways
- 2016  
**ALTERED CARBON** (Netflix) : Specialty Costume design  
**COLOSSAL COLLECTIBLES** (Blizzard) : Construction of 3- 16 foot action figures transported to Busan, Paris, and Hollywood  
**BATMAN EARPHONES** (Eventmakers) : Design and constructed batman ears to fit on existing earphones  
**FERAL** (Blumhouse): Creature/character designs  
**ROGUE 1** (LMPE): Created X Wing and mechanized R2D2 for Korean premiere  
**GEARS OF WAR** (Microsoft): Construction of 20 Unpainted JD Fenix torso armor suits  
**FINAL FANTASY SWORDS** (Sq Enix): Construction of flexible throwing sword exhibit for convention  
**UNDERARMOR SHOE** (Under Armor): Construction of athletic shoe for Under armor Commercial
- 2015  
**BLACK KNIGHT** (Pepsi) : Production designer Eddie Yang  
**ARTHAS BRONZE** (Blizzard) : Construction of 10 foot bronze statue  
**TRACER DISPLAY STATUE** (Blizzard) : Construction of 6 foot statue with lighting FX  
**GAME OF WAR** (Machine Zone): Costume design for commercial  
**HEARTHSTONE** (Blizzard): Costume design for commercial  
**LUCIAN DISPLAY STATUE** (Riot): Construction of 13 foot statue with lighting FX  
**SUPERGIRL PILOT** (Warner Brothers): Design and construction of lifesize spacecraft and articulated crystal  
**FAR CRY MAMMOTH** (Ubisoft): Design and construction of lifesize mechanical woolly mammoth  
**POLARIS CRYSTAL** (Trade Group): Design and construction of lifesize crystal with lighting FX  
**WORLD OF TANKS** (War Gaming): Design of walk around costumes
- 2014  
**GROM STATUE** (Blizzard) : Construction of lifesize statue  
**PIXELS** (Columbia Pictures): Conceptual Designer Costumes  
**SCREAM T.V.** (Dimension Films): Conceptual Designer and fabrication of new scream mask  
**LEAGUE OF GODS** (Chinastar Movie LTD): Conceptual Designer  
**ZIGGS DISPLAY STATUE** (Riot Games): Design and construction of lifesize statue  
**TANK DISPLAY STAUTE** (World of Tanks): Design and construction of lifesize tank  
**TIBBER & ANNIE** (Riot Games): Design and construction of lifesize statue
- 2013  
**OUTPOST 37** (Newscope Ent.): Production Designer Eddie Yang, Special make up FX, Visual FX, Props  
**SPECTRAL** (Legendary): Conceptual Designer  
**BOILERPLATE** (Bad Robot): Conceptual Designer  
**MONKEY KING** (Wanda Group): Conceptual Designer  
**WES BORLAND STAGE COSTUME** (Riot Games): Conceptual Designer

Deity Creative Inc.

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2012

**WISH** (Prana): Conceptual Designer/Pitch Artwork  
**THE HATCHET CLUB** (Prana): Conceptual Designer/Pitch Artwork  
**MOCKINGBIRD LANE** (Masters FX): Character Design  
**MORTAL KOMBAT** (Warner Bros): Specialty Costume Design

2011

**ENDERS GAME** (Quantum Creations): Specialty Costume Design  
**ROBOCOP** (MGM): Robocop Conceptual Designer  
**MAN OF STEEL** (Warner Bros): Specialty Costume Design  
**AVENGERS** (Marvel): Specialty Costume Design  
**DARK KNIGHT RISES** (Warner Bros): Specialty Costume Design  
**R.I.P.D.** (Universal): Conceptual Designer  
**WANDERLUST** (Universal): Conceptual Designer  
**UFC3: UNDISPUTED VIDEO GAME** (THQ): Character Designer, Art Direction

2010

**THE AMAZING SPIDERMAN** (Arad Productions): Specialty Costume Design  
**ALIEN BAND** (Vanguard): Conceptual Designer  
**SMACKDOWN vs. RAW 2011 VIDEO GAME** (THQ): Character Designer, Art Direction

2009

**SPIDERMAN 4** (Frontline): Digital Costume Sculptor  
**BATTLESHIP** (Universal): Conceptual Designer  
**FOUNDATION** (Columbia Pictures): Conceptual Designer  
**UFC 2010 VIDEO GAME** (THQ): Character Designer, Art Direction  
**SMACKDOWN vs. RAW 2010 VIDEO GAME** (THQ): Character Designer, Art Direction  
**THOR** (Ironhead Studio): Character Designer, Digital Sculptor  
**TRON 2.0** (Disney): Digital Costume Sculptor  
**IRON MAN 2** (Legacy FX Group): Digital Sculptor  
**HSBC COMMERCIAL** (Digital Domain): Character Designer

2008

**OLD NAVY COMMERCIAL** (Legacy FX Group): Character Designer, Digital Sculptor  
**TERMINATOR 4** (Legacy FX Group): Character Designer, Digital Sculptor  
**WWE LEGENDS VIDEO GAME** (THQ): Character Designer, Art Direction  
**ARMY OF THE DEAD** (Tinsley Prod): Character Designer  
**HEROES** (Optic Nerve): Character Designer  
**BUCKSTAR** (Cushing Prod): Character Designer  
**DARKFALL** (3VFilms): Character Designer

2007

**CLASH OF THE TITANS** (Legendary Pictures): Character Designer  
**DRAGONBALL Z** (Ironhead Studio): Character Designer  
**INDIANA JONES 4** (Stan Winston Studio): Digital Sculptor  
**RIBBIT** (Vanguard): Character/Production Design  
**SPEED DEMON** (Stan Winston Studio): Character Designer  
**THEY CAME FROM UPSTAIRS** (Fox): Character Designer  
**DEATHS OF IAN** (Stan Winston Digital): Visual FX artist  
**SPACECHIMPS** (Vanguard): Character Designer

2006

**AVATAR** (Stan Winston Studio): Character Designer, Digital Sculptor  
**IRONMAN** (Stan Winston Digital): Digital Sculptor  
**NARNIA 2** (KNB EFX Group): Character Designer

2005

**SUPERCUTS COMMERCIAL** (SW Digital): Character Designer  
**EIGHT BELOW** (Stan Winston Digital): Visual FX artist  
**SHAGGY DOG** (Stan Winston Digital): Visual FX artist  
**FANTASTIC FOUR** (Stan Winston Digital): Visual FX artist  
**WAR OF THE WORLDS** (Stan Winston Studio): Digital Sculptor  
**HUMMER COMMERCIAL** (Stan Winston Studio): Character Designer

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2004  
**CHARLOTTE'S WEB** (Stan Winston Studio): Sculptor  
**DOOM** (Stan Winston Studio): Character Designer  
**ZATHURA** (Stan Winston Studio): Digital Sculptor  
**SUPERMAN** (Stan Winston Studio): Costume Design  
**SKY CAPTAIN** (PLF): Visual FX artist  
**SUPERMAN** (Kym Barret): Costume Design, Sculptor

2003  
**CURSED** (Rick Baker): Character Designer, Art Director, Painter  
**THE HAUNTED MANSION** (Rick Baker): Character Designer, Sculptor, Painter  
**CAT IN THE HAT** (Rick Baker): Character Designer, Sculptor, Painter

2002  
**THE RING** (Rick Baker): Character Designer, Art Director, Sculptor, Painter  
**MEN IN BLACK 2** (Rick Baker): Character Designer, Sculptor, Painter, Art Direction

2001  
**PLANET OF THE APES** (Rick Baker): Character Designer, Sculptor, Painter

2000  
**THE GRINCH** (Rick Baker): Character Designer, Art Direction  
**NUTTY PROFESSOR2: THE KLUMPS** (Rick Baker): Character Designer, Art Direction, Sculptor, Painter, and Puppeteer,

1999  
**WILD, WILD, WEST** (Rick Baker): Character Designer, Art Direction, Sculptor

1998  
**MIGHTY JOE YOUNG** (Rick Baker): Art Direction, Project Supervisor

1997  
**DEVIL'S ADVOCATE** (Rick Baker): Project Supervisor, Character Designer,  
**BATMAN AND ROBIN** (Rick Baker): Art Direction, Project Supervisor  
**MEN IN BLACK** (Rick Baker): Character Designer, Art Direction, Project Supervisor , Sculptor, Painter

1995  
**NUTTY PROFESSOR** (Rick Baker): Makeup FX  
**BATMAN FOREVER** (Rick Baker): Sculptor

1994  
**AMAZING PANDA ADVENTURE** (Rick Baker): Puppeteer , Set Supervision

1993  
**TREASURE ISLAND HOTEL/CASINO** (Studio "C"): Project Supervisor, Sculptor  
**BABY'S DAY OUT** (Rick Baker): Painter  
**IN THE MOUTH OF MADNESS-** (KNB EFX GROUP): Painter  
**SONY TV COMMERCIAL FOR THAILAND** (Rick Baker): Puppeteer , Set Supervision

1992  
**LIFE INSURANCE COMMERCIAL FOR JAPAN** (Rick Baker): Makeup FX  
**REX** (Rick Baker): Character Designer, Sculptor, Painter  
**ISOBAR** (Rick Baker): Character Designer

1991  
**THE GUYVER** (Steve Wang): Project Supervisor, Character Designer, Art Director, Sculptor, Painter  
**THE KUNG-FU RASCALS** (Steve Wang): Character Designer, Sculptor , Painter  
**POST WATER COMMERCIAL FOR JAPAN** (Rick Baker): Sculptor, Painter

1990  
**GREMLINS 2** (Doug Beswick Prod.): Painter  
**GREMLINS 2** (Rick Baker): FX Designer, Painter

1989  
**SWEET HOME** (Make-up Dimensions Japan): Character Designer, Sculptor , Painter

1988  
**RETURN OF THE SWAMP THING** (Todd Masters FX): Character Designer, Sculptor , Painter  
**DEEP SIX** (Mark Shostrom Studio): Painter

1987  
**BEEETLEJUICE** (Little Buddy Prod.): Sculptor , Painter  
**PREDATOR** (Stan Winston Studio): Fabrication

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