Maisie Yang

My name is Maisie Yang and I distinctly remember the first time I stumbled across a piece of concept art in an art book - it blew me away and shone a light into my world. Since then, it was something I've always dreamed of doing. I initially started training to be a graphic designer, but discovered that the impetus to explore never-before-experienced worlds was a far greater pull for me. I soon switched to illustration and concept art to heed that calling, moving to Los Angeles to study and draw under the bright Californian sun. I now work as a Senior Concept Artist at Riot Games, where I get to tell stories visually through worldbuilding and head into the vast unknown of the Runeterra universe.

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