



Clarissa Gani

Concept Design | Visual Development

Contact

Email: ganiclarissa@gmail.com

LinkedIn: [Clarissa Gani](#)

Website: cganiart.com

Software

Photoshop, Illustrator, Procreate, Unreal Engine, Maya, ZBrush, Substance Designer, Figma, Canva

Skills

- Creative Direction
- Style Adaptability
- Time Management
- Quick Communication
- Team Collaboration
- Fluent English
- Intermediate Indonesian
- Basic Mandarin

Education

- Bachelor of Arts - Illustration, Entertainment Arts
ArtCenter College of Design, Pasadena, CA 2021-2025
- Associates in Arts - Arts and Letters Emphasis
DeAnza College, Cupertino, CA 2020-2021
GPA: 3.74

Awards

- ArtCenter College of Design
Scholarship (2021-2025)
Provost List (2024-2025)
- DeAnza College
Dean's List (2021-2021)

Experience

- Battle of Khaltosia Aug 2023 - Present
Illustrator & Visual Designer - Jakarta, Indonesia (Hybrid)
(Unannounced Game - Under Development)
 - Led the full creative pipeline from concept to final delivery, defining the product's visual identity across gameplay art, packaging, and marketing.
 - Illustrated all creative assets including but not limited to character art, narrative pieces, product packaging, card layout, and iconography.
 - Designed and produced cohesive marketing materials to establish a unified brand presence.
- ArtCenter College of Design Jan 2024 - Apr 2024
Teaching Assistant - Pasadena, CA
 - Managed student work, facilitated communication between instructor and students, and provided in-class critiques and draw-overs.
- Noctua Games Aug 2023 - Sept 2023
Graphic Design Marketing Intern - Jakarta, Indonesia
 - Created store banners visualizing in-game experiences for Saint Seiya and localized them into multiple languages.
- Garena - Free Fire Mobile Game May 2023 - Aug 2023
Graphic Designer (Contract) - Jakarta, Indonesia
 - Developed promotional social media posts and weekly in-game banners across various sizes, strengthening Free Fire's marketing campaigns and elevating the visual experience for players.
 - Conceptualize and drew an original key visual illustration to commemorate Free Fire's 7th Anniversary. Worked with video editors to to animate the illustration for social media use.
 - Researched and pitched a comprehensive presentation outlining a new game mode proposal to the Chinese branch to enhance Free Fire strategic gameplay experience.
- Illustrator and Concept Designer July 2019 - Present
Freelance
 - Produced character art, environmental illustrations, and concept designs for private commissioners.