

JUNHAN MENG

Visual Development & Concept Artist



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www.glugluglucose.com

PROGRAMM

- Photoshop
- Procreate
- InDesign
- AfterEffects
- Blender
- Sketchup

SKILLS

- Visual Development
- Concept Art
- Key Art
- Character Design
- Environment Design
- Illustration

SUMMARY

A visual development artist who currently study in Artcenter College of Design.

EXPERIENCE

Tencent 2D Environment Design Internship

2025 - Tencent TiMi Studio J1 Group - Shenzhen

- Worked on environment concept design, vehicle concept design for game, and key frames for character animation

Titmouse 2D Environment Painting Internship

2025 - Titmouse Inc. Animation Studio - Burbank

- Worked on 2d animation environment design and background painting

Indie Game Environment Concept Artist

2024 - Artcenter Capstone Project Bone Hunter

- Worked on environment concept design and game background asset design.
- Nominated for Best Student Project in IndiePlay

Education

2021 - now

estimate graduate at 2025 Dec

Artcenter College of Design

Bachelor of Science in Concept Design