

Shannon Xie

Concept Designer

shannonhxie@gmail.com | (317) 373 8849 | Pasadena, CA

Portfolio: hunnypuffs.com | LinkedIn: www.linkedin.com/in/shannon-h-xie

Experience

Visual Development Artist | Studio Psycho

March 2026 - Present

- Design locations for the animated series *Heathens*
- Paint backgrounds in an anime-inspired semi-realistic style

Concept Designer | Unreleased Indie Game, Remote

May 2025 - Present

- Design and create illustrations for visual-novel style game's backgrounds.
- Design and create final rig-able art for creatures.

Illustrator | Thornhenge, Remote

February 2024 - Present

- Create illustrations of tabletop board game pieces and assets.
- Communicate different game-related properties to players through visual design.

Teaching Assistant | Art Center College of Design

September 2024 - December 2025

- Helped with organization and answered student questions.
- Gave feedback and paintovers for student work using architectural, costume, and concept design knowledge.

2D Artist | Grandma Green Mobile Game

September 2022 - April 2023

- Illustrated 2D assets such as character sprites and UI elements.
- Designed UI elements and final assets to match the game's theme and aesthetic.
- Communicated updates on Trello and in weekly virtual meetings.

Education

Art Center College of Design, Pasadena, CA | Entertainment Design

September 2022 - May 2026

Skills

Software

Adobe Photoshop
Procreate
Blender

Design

Character & Prop Design
Illustration
Environment Design

Languages

English
Mandarin

Awards

AIAS Scholarship Recipient | 2022

- Scholarship program by the AIAS Foundation for aspiring or early professionals in the video game industry.

Interests

Rock climbing, reading novels and manga, skiing, hiking, astronomy, baking and eating sweets, playing video games, learning Japanese, and trying out new cafes with friends!

References available upon request.