

# Kevin Wang

Concept Artist

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Seeking a concept art internship position to engage my passion for entertainment design by applying research, illustration and interactive-storytelling skills to bring project ambitions to life.

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## EDUCATION

ARTCENTER COLLEGE OF DESIGN

Los Angeles, CA

(BS) Entertainment Design, Concept Art

2020 - 2024

**Relevant Courses:** EGAM-352-01: Game Concept Development, ECPT-107-02: Concept Design 1, ECPT-326-02: Production Design

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## SKILLS

**Digital Art:** Photoshop, Procreate, Blender, Clip Studio Paint, ZBrush, Substance Painter

**Game Development:** Unity, Unreal Engine

**Editing:** Premiere, AfterEffects, InDesign

**Languages:** English (Native), Chinese Mandarin (Fluent)

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## WORK EXPERIENCE

### DESIGN INTERN

Young Guns Art Studio | Vancouver, Canada | May, 2021 – Jul, 2021

- Collaborated with a multi-disciplinary team working in architecture, animation and concept design to pitch, direct and produce a comprehensive concept curriculum plan.
- Delivered guided presentations to a group of 20 students and design assistants on art direction.
- Engaged with students in individual meetings giving constructive feedback on anatomy, color theory and digital art.

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## PROJECTS

### ART DIRECTOR

Under Tehom | Apr, 2023 – Present

- Oversaw art direction, visual development and asset creation for Capstone game project.
- Worked with a team of ten artists, production coordinators and game designers to create a focused style guide.
- Guided all art products including characters, environments and props concepts.

### VISUAL DEVELOPMENT LEAD

Shabda | Jan, 2023 – Apr, 2023

- Oversaw visual development and world-building concept art according to specifications and scope in design meetings.
- Worked closely with a core group of game designers and concept artists to create characters, props and environments for pitch-deck.

### VISUAL DEVELOPMENT ARTIST

Aka in Wonderland | Jan, 2021 – Apr, 2021

- Collaborated in a team of designers to create a complete visual redesign of Alice in Wonderland.
- Worked on characters, environments and key art pieces with producers while defining a clear visual style.
- Created a clear and concise pitch-deck of the final product.