

RESUME

CLARIA CHUNG

CONCEPT ARTIST AND ILLUSTRATOR

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EDUCATION

2020 - Present

ART CENTER COLLEGE OF DESIGN

BS Entertainment Design - Concept Design

Learned how to take concepts from ideations to final render, redesigned video game and film IPs, collaborated with classmates on group projects, learned about studio work pipelines.

2018 - 2020

KAZONE ACADEMY

Art foundation with focus on Entertainment Design

Completed classes on sketching for visual communication, figure drawing, digital painting with Photoshop, and introduction to concept design.

2015 - 2017

UC BERKELEY

Biology

Completed general education and biology classes.

EXPERIENCE

2015 - Present

FREELANCE ILLUSTRATION

Commissioned artworks

Illustrations for original characters, fan art, and TTRPG character design, and fan product collaboration

2018 - Present

FAN MERCHANDISE BUSINESS

Designed and sold stickers and charms on online platforms such as Etsy and Storenvy, as well as at anime conventions.

SOFTWARE

Adobe Photoshop
Procreate
SketchUp
Blender
Adobe InDesign

LANGUAGES

- English
- Korean

SKILLS

Concept Art
Keyframe illustration
Beat boards
Adaptable art style
Worldbuilding
Researching and creating mood boards

INTERESTS

Video games
TTRPGs
Webcomics
Anime and Manga
Cosplay making