

Jessica Tang

Visual Development

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Education

ArtCenter College of Design/Concept Design

SEP 2021 - Present

Entertainment Design - Concept Design (GPA 3.75/4.0)

Internships

Gaggle Studio/Environment Design Intern

JUL 2023 - AUG 2023, Remote

- Designed part of the new map for the game "Goose Goose Duck"
- Designed event Gacha machine
- Assisted 3D team with texture and background paint over

DAUNTLESS / Visual Development Intern

APR 2024 - JUL 2024, Hangzhou, China

- Designed majority of the vehicles in the show
- Painted various early visual development painting
- Contributed to the design and modeling of various environments

Experiences

Mono No Aware Animatic / Art Director

SEP 2023 - DEC 2023, Pasadena, CA

- Developed the style guide and established the tone for the story
- Designed interior and exterior environments

Bone Hunter / Environment Design and Technical Art

JAN 2024 - APR 2024, Remote

- Arranged and lit game maps using Unity
- Assisted environment design and layout

Arcane Theme Park Fan Project / Personal Project

FEB 2022 - APR 2022, Pasadena, CA

- Designed the entire park, including props, environments, and menus.

Skills

Software: Photoshop, Procreate, Blender, Sketch Up, Adobe Illustrator

Language: Chinese, English (Fluent), French (Basic), Portuguese (Basic)

International Experience: Lived and studied in China, the United States, Brazil, and Canada for six months or more each