



Character Concept Artist  
Mianqun(Molli) Hu

## OBJECTIVE

I'm a concept artist specializing in character design. My work is heavily inspired by my love for gaming, and I am particularly fond of studying and creating character designs! Beyond that, I also engage in visual development, aiming to bring unique stories to life through my art.

## EDUCATION

### ArtCenter College of Design, Pasadena

Sep 2019 - Apr 2024

Bachelor of Science-BS, Entertainment Design

## EXPERIENCE

### Character Design, Pahdo Labs — Freelance

Jun 2021

Designing main character that is used for the game prototype.

### Pathfinder Spot Illustrations, Paizo — Freelance

Dec 2020 - Jan 2021

Prop design&illustration for Pathfinder's card collection.

### Teacher Assistant, ArtCenter College of Design

Sep 2020 - Dec 2020

Assist for Lighting Fundamental class taught by Gina Warr Lawes and Facundo Rabaudi.

## RECOGNITION

### ArtCenter Library Collection

Dec 2023- Present

Two letterpress printing projects completed at Archetype Press have been collected in the ArtCenter Library.

## SKILL

### 2D Design Softwares

Adobe Photoshop, Illustrator, InDesign, Lightroom and Premiere Pro

### 3D Modeling/Rendering

Blender, SketchUp

### Traditional Medium

Charcoal, Watercolor, Oil Paint, Pastel, Gouache, Acrylic

### Language

English(Fluent)

Chinese(Native)

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