



Connieluart.com

Conn.clu@gmail.com

972-665-8112

Education

BFA Illustration

Minor in Creative Writing

ArtCenter College of Design

Anticipated 2025 · Pasadena, CA
GPA 3.95

Skills

- Illustration
- Visual Development
- Character Art
- Graphic Design
- Background Painting
- Visual Storytelling
- Storyboarding

Software:

- Photoshop
- Illustrator
- Storyboard Pro
- InDesign
- Procreate
- Figma

Language:

- English
- Mandarin (conversational)

Experience

Freelance

May 2021 – Present

- Corresponding with hundreds of individual clients, illustrating commissions encompassing characters, environments, and props in varying styles.
- Designed building concepts and iterations for the in development pixel game SpriteFestival as well as spot illustrations for its community website.
- Pitched and finalized spread illustrations for varying for-profit and for-charity fanzine artbooks.

ArtCenter College of Design | Teaching Assistant

Visual Development

Jan 2025 – Present · Pasadena, CA

- Guiding students with their learning both during class and independently through feedback and lectures.
- Organizing class announcements and communications.

Action Analysis

Jan 2024 – April 2024 · Pasadena, CA

Perspective

May 2022 – Sep 2022 · Pasadena, CA

ArtCenter College of Design | Learning through Mentorship

Sep 2024 – Dec 2024 · Pasadena, CA

- Completed ArtCenter's Creative Careers Mentorship Program, led by mentor Rachel Elise Morales. Met with mentor continuously to discuss respective area of interest, enhancing technical skills in visual development, and strengthening knowledge of industry practices.
- Built on and strengthened the assembly of a visual development project, Aerial. Points of focus included storytelling, style, and character design.

Short Film "King of the Nil" | Background Painter

Sep 2023 – Dec 2023 · Pasadena, CA

- Background painter on short film "King of the Nil."
- Followed background guides and layouts to ensure consistent style quality.

Humanity Media & Entertainment Group | Visual Intern

June 2023 – Sep 2023

- Conducted film research, designed and edited pitch decks to define the style of potential projects.
- Mocked up movie posters for art director approval.

VIDA | Graphic Design Intern

May 2022 – Sep 2022

- Edited product photos, created graphics, designed seamless patterns for mask products.
- Assisted in website design, animated mock-ups on Figma, collaborated dynamically with art directors and web developers.

DEFEND - 65Square | Concept Artist

May 2022 – Sep 2022

- Provided concepts for the art style, game assets, and user interface of an in-app mini-game.
- Communicated with developers weekly to formulate app ideas and potential game paths.