

Garrett Lang

Character and Prop Design// Concept Design// Illustrator

(714) 615-5154

GarrettLangdesign@gmail.com

Garrett-Lang.com

EDUCATION

Art Center College of Design, Pasadena — B.F.A. Illustration. Entertainment Arts

Spring 2017 - Spring 2020

Specialise in Character and Prop design to further support narratives in Visual Entertainment.

WORK EXPERIENCE

Art Center College of Design, Pasadena CA — Teacher's Assistant

Fall 2017 - Spring 2019

Guided students in compositions, anatomy drawing, class critique, and completion of class projects.

Art Center Copy Center, Pasadena CA — Cashier and Print Manager

Fall 2018 - Spring 2019

Worked with students and faculty to produce high quality, large format prints.

Structural, Anaheim CA — Structural technician and Inspector

Fall 2011 - Fall 2017

Held several positions with this international concrete design and construction company. Significant experience in joint projects with large utility company. Responsibilities included scheduling inspections of equipment vaults, coordinating necessary traffic control, assessing required repairs, and preparing construction proposals. Developed a keen eye for details and strong communication skills.

SKILLS

Mac & PC, Photoshop, Illustrator, InDesign, Procreate, SketchUp, ZBrush, Adobe Creative Suite, Adobe G Suite

Traditional // Graphite, Charcoal, Gouache, Watercolor, Oil Paint, Acrylic Paint.

RELEVANT COURSEWORK

Character Design — Adam Dix

Advanced class on creation of characters for Games and Television.

Dynamic Sketching — Peter Han

Learned strong technical skills in proportion and observation.

Color Theory — Adam Ross

Gained knowledge on color harmonies and effect on visual experience.