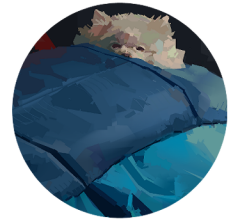


TINA LU

Concept Artist & Illustrator



CONTACT

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✉ tinaxlu.work@gmail.com

PROFILE

LA-based artist with experience in game development creating concept art, as well as game production management and directing artists. Guided by passion, growth, and collaboration.

SKILLS

- Adobe Photoshop
- Clip Studio Paint EX
- Maya • Blender
- Unreal Engine • Unity
- Google Suite
- Notion
- Mantis

GAME JAMS

- itch.io:
Great Autumn Jam 2021
Major Jam: Love 2020
- Global Game Jam 2020

EDUCATION

Brainstorm School

2019 - 2020

- Environment Design with Jeremy Fenske
- Form Language with Charles Lin
- World Building with Eric Ng
- Design with Color & Light with Mo Kim

Loyola Marymount University

2014 - 2018

- BFA in Animation, Studio Arts minor

EXPERIENCE

Bijutsu Kantoku/Art Director, BG Painter - Studio Tonton

SEP 2020 - PRESENT

- Work with Director and Producer to translate creative visions into painted backgrounds, provide layout revisions, and produce fully rendered key backgrounds, visuals and imageboards.
- Oversee pre-production and production process, compiling materials and mentoring artists to better achieve their career goals within the Japanese animation production pipeline.
- Establish an in-studio Background team, recruit and train new members to learn the BG painting process. Delegate work and supervise other BG artists to match internal project style.
- Implement bi-weekly work calls, facilitate production calls with clear tasks & milestone goals.

Associate Producer - Terrible Toybox's "Return to Monkey Island"

JUN 2021 - MAY 2022

- Oversaw and coordinated with Producer to streamline tasks for individuals of different disciplines such as art, animation, coding, game design, testing, audio, and music.
- Managed artists' & animators' workloads to meet milestone deadlines, determined task priorities, work scopes, and proactively communicated obstacles and issues to the team.
- Scheduled and ran meetings, maintained clear task tracking and triaging with internal team playthroughs, and prepared in-game footage recordings and other files for publishers.
- Facilitated clearer documentation for the team to use in better understanding workload and statuses of tasks between different disciplinary teams.

Freelance Background Painter - OtakuVs' "The Otachan Show"

NOV 2021 - MAR 2022

- Delivered high-quality rendered BG paintings matching style
- Worked with BG art director to develop cohesive art style to better suit the project's creative vision within expected delivery timeline

Freelance Game Artist - Morning Person Games' "Heartless"

NOV 2021 - MAR 2022

- Main designer responsible for all concept art of characters, enemies, and environments for the fantasy action rogue-like game.
- Created all gameplay art visuals, pixel art and animation assets for characters, enemies, and UI, as well as town and environment background maps.