Tiffany Chiu

Concept Art / Illustration

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Work Experience

June 2019 – Present

Phoenix Labs - *Concept Artist* | *Vancouver, BC*

- Created concept art for armour sets, weapons, props, etc.
- Created concept art and mood explorations for island environments.
- Designed NPCs, city storefronts, banners, set decoration, etc.
- Produced marketing art, developed Hunt Pass themes and direction.

Jan 2019 – Feb 2019

Wild Power Games - *Art Intern* | *Providence, RI*

- Created card illustrations for tactical board game, High Heavens.
- Created box cover art for unnanounced board game.

June 2018 – Aug 2018

High 5 Games - *Art Intern* | *New York, NY*

- Created multiple character concepts for various mobile games.
- Created highly polished character illustrations from concepts.
- Collaborated with in-house illustrators to develop unique art styles.

May 2017 – Aug 2017

MassDiGi - *Art Intern* | *Worcester, MA*

- Guided art direction on a six member team of artists and programmers.
- Created app icon, trailer, assets, UI icons, animations, background, etc.
- Defined major componenents of art style, sprite design, color palette.

Sept 2016 – Dec 2016

BRGD - *Artist and Producer* | *Providence, RI*

- Created game backgrounds, characters, and assets for a puzzle game.
- Managed a production schedule for a game development team in the Brown-RISD Game Development Club.

Education

Sept 2015 – June 2019

Rhode Island School of Design | *BFA in Illustration, Honors*

Fall 2017

Brown University | *Object-Oriented Programming*

Skills

2D Digital

- Photoshop
- Illustrator
- AfterEffects
- Animate

3D Digital

- Maya
- Zbrush
- Substance Painter

Platforms

- Unity
- Unreal
- Perforce
- JIRA

Languages

- English
- Cantonese
- Chinese

Awards

Fall 2017

Dungeons & Dragons Art Contest - *Honorable Mentions*

- "Summon the Terror of Undermountain" hosted by DnD and Photoshop.