

# Tiffany Chiu

Concept Art / Illustration

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## Work Experience

Nov 2022

Present

### Blizzard Entertainment - Senior Concept Artist | Irvine, CA

- In addition to previously listed responsibilities:
- Mentor junior artists on the team and support 3D & FX teams.
- Create detailed internal and outsourcing art documentation.
- Develop and iterate on new 2D asset types and UI assets.

May 2020

Nov 2022

### Blizzard Entertainment - Assoc./Mid Concept Artist | Irvine, CA

- Developed art style guides for new expansions in Hearthstone.
- Created 2D assets, such game boards, card backs, card illustrations etc.
- Created 3D assets for card backs and provide support for 3D/VFX artists.
- Collaborated with and managed assets from outsource studios.

June 2019

May 2020

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

- Created concept art for armour sets, weapons, props, 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.

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.

Sum 2017

### MassDiGi - Art Intern | Worcester, MA

## 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.