

*Joanna is an adaptive versatile **Concept Artist and Illustrator**. Her **thoroughness** and **infectious passion** for good design ensures that her piece of contribution builds the project up. She will **never stop learning** as an artist and looks forward to **grow together** with the team.*

PROFILE:

- Professional **in-studio experience of 6 years** with Concept art and Illustration.
- **Strong Drawing and Painting skills** in traditional and digital media.
- **Adaptive and Versatile** in art styles with solid disciplines - such as anatomy, composition, perspective, color, light and atmosphere.
- An autonomous independent **Team-Player**.
- Ability to work under pressure and meet deadlines with effective results.
- **Believe in giving 110%** and never satisfied with "Good enough".

WORK EXPERIENCE:

Ludia Inc. | Montreal, QC

Concept Artist & Illustrator

February 2013 - Present

- **Card Illustration**, concept designs of **Characters, Creature, Environment** and **Props**
- Produced **Marketing Images**, storyboards, UI and **Texture for 3D assets**
- Work closely with 3D Artists, writers and game designers to ensure needs are met and smooth transition down the pipeline
- Assisted with **Art direction** and **Pre-production Explorations**
- **Active idea contributor** via artist peer critiques, suggestion of game design ideas, lore and marketing materials

Published Titles: Jurassic Park Builder | Dragons: Rise of Berk | Underworld: Blood War | Dungeons & Dragons: Warriors of Waterdeep | What's Your Story

Funcom Games Canada | Montreal, QC

Age of Conan Online - Concept Artist

August 2012 - January 2013

- Routinely **Brainstorm & Refine ideas with Art Director** at every stage of development.
- Conceptualize visuals for props, architecture, environments, creatures and characters.
- Produce marketing materials such as banners and product screenshots.
- **Communicate with Writers and Gameplay designers** to ensure the concepts remain coherent.

HitGrab Labs | A Facebook Game Developer | Toronto, ON

Illustration Intern

April 2011 – Sept 2011

- Design characters and prop illustrations based on provided descriptions.
- Come up with new character ideas based on the theme of the game expansion.
- Create **vector art assets** and attack sprites for 2D animation.
- Contribute to **game direction** for *MagicPets* that **geared towards female audience**.

Published Titles: MouseHunt | FishHunt | LevynLight | MagicPets

EDUCATION:

Bachelor of Applied Arts – Illustration (With Honours)

Sept 2008 - April 2012

Sheridan Institute of Technology and Advanced Learning

Oakville, ON

SOFTWARE PROFICIENCY:

Adobe Photoshop | Advanced

Adobe Illustrator | Intermediate

Adobe After Effects | Intermediate

3DS Max | Basic

Zbrush | Intro

Hansoft | Basic

LANGUAGES:

English | Fluent

Cantonese | Fluent

Mandarin | Beginner

INTERESTS/HOBBIES:

Industry workshops for Concept art like Syn Studio and Schoolism

Animated Films (Studio Ghibli films)

Crafting (Designing and Sewing clothes, Jewelry making, etc)

Computer Games (MMORPG mainly)

Documentaries on Nature and Culture

Traveling and visiting museums