

*Joanna is an adaptive versatile **Concept Artist, Illustrator, and Art Director**. 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 **Studio experience of 7 years+** with Concept art and Illustration, now Art Direction.
- **Finely Honed skills** in Anatomy, Composition, Perspective, Colour and Light in both traditional and digital media.
- **Versatile** in art styles when needed & **Adaptive** to learn new methods to optimize pipeline.
- An Autonomous Artist & an Excellent Team-Player who understands the **Bigger Picture**.
- **Believe in giving 110%** and never satisfied with “Good enough”.

WORK EXPERIENCE:

Behaviour Interactive | Montreal, QC

September 2018 - Present

Associate Art Director

December 2018 - Present

- Understanding company’s vision for the new project & producing high level idealizations, concepts, and art bible documentations
- Works with producer to identify the scope of project and flesh out the pipeline required
- Help recruitment process by interviewing and selecting right candidates for the project
- Give hands-on feedbacks and critique all art related disciplines and more...

Character Concept Artist

September 2018 - December 2018

- Early high level concepts of **Characters, Creature, Environment** and **Props**
- Understand the audience & reinvent new ways to deliver elements of horror within strict limitations
- Work closely with game director & game designer to ensure needs are met without bumpy transition down the pipeline

Ludia Inc. | Montreal, QC

Concept Artist & Illustrator

February 2013 - August 2018

- **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 After Effects | Intermediate

Zbrush | Intro

Unreal Engine | Basic

Adobe Illustrator | Intermediate

3DS Max | Basic

Hansoft | Basic

Perforce | Basic

LANGUAGES:

English | Fluent

Cantonese | Fluent

Mandarin | Beginner