

PERSONAL STATEMENT

10 years of experience as a professional designer/artist with variety of skills of concept design, 2D arts, illustration, UI, graphic design and flash animation and 5 years experiences doing concept arts, 2D arts, and UI/UX for games, including social games and kids learning apps/games.

WORK EXPERIENCE

Disney Imagicademy (DCP), Glendale, CA Digital Designer

09/2014 to current

Title Shipped:

FROZEN: EARLY SCIENCE (4/2015)

MICKEY'S MAGICAL ARTS WORLD (2/2015)

🏆 2015 Tillywig Award – Brain Child. 2015 Parents' Choice Recommended Award Winner.

MICKEY'S MAGICAL MATH WORLD (12/2014)

🏆 2015 Synopsis Imagination Award Winner – Best Mobile App (Educational)

Game UI icons, UI layout, game play storyboards, and style explorations.

Disney app icons design based on branding guidelines and iTunes store preview screenshot layout design..

Overseeing game color scheme and providing notes to vendors and ensure consistency in creating assets.

Preparing optimized assets for UNITY implementation.

Angie Hu Design & Art Freelance Artist/Designer

2007 to Present

Character design, 2D arts, concept arts, UI and illustration.

Character Designer of **CCT International Group., Ltd.** 06/2014

200+ 2D character design and assets for an unannounced mobile game project.

Character Designer of **Enormous Productions** 03/2014

Characters design and turnaround model sheets for Norton Family promotional 3D animation.

Artist of **Hello Studios** 01/2014 to 06/2014

2D Arts, Flash Animation, UI Design, and Character Design.

Artist of **Jakks Pacific** 04/2011 to 10/2011

100+ 2D vector arts for an internet based game project. (Project cancelled)

Zynga, Los Angeles, CA Senior 2D Artist

03/2011 to 06/2013

Title Shipped:

CoasterVille (2013, 6.5MM DAU, 30MM MAU),

Empires & Allies (2011, 6.5MM DAU, 35MM MAU)

First 2D artist hired for CoasterVille project.

Collaborated with Art Directors on ideas for environmental structures, amusement rides, and characters.

Architectures, characters, buildables rides, props, decos, and marketing advertisements concept design and illustrations.

UI/2D icons design.

Organized and Integrated art assets to server for Engineers to hook up.

🏆 Accomplishments

Concept Design for the limited edition ride with a troll character - "Troll Bridge" had brought in 90,000 DAU (2% of DAU) for CoasterVille.

Designed 80% of Fantasy Theme assets and Fantasy Theme was voted as players' favorite theme according to Facebook CoasterVille fanpage poll results.

Created a file name generator tool in Google docs to help 2D artists to generate file names and increase work efficiency.

PCYI. Co., Taipei, Taiwan Senior Multimedia Design

05/2002 to 05/2004

Team lead. Hired and managed six designers and interns.

Created design tutorials and art guides for new hires and outsourced studios. Managed and outsourced projects.

Collected, tested and organized mobile phones specifications for designers to do wallpapers, icons, and UI.

Designed web UI (front-end/back-end) and templates.

Designed company logo, brochures, posters, short flash banners/greeting cards, demo CDs, web banners/icons, online newsletters/invitations, and mobile phones wallpapers/icons (black and white, 4 grays, 64, 256, full colors)/WAP interfaces.

Traveled to collaborate with Chinese business partners such as Yahoo China, Sina, Sohu, Toms. Yahoo Taiwan, Yam, Taiwan Telecom, Fareastone and sought business opportunities in south Korea.

Worked in traditional/simplified Chinese and English projects.

Nickelodeon Virtual World, Glendale, CA Art Intern

07/2009 to 12/2009

2D vector art, prop and costume design.

DESIGN SKILLS

01 Knowledge

Character Design
Vector Art
Architecture Design
Prop Design
Background Design
Illustration
UI Design
Flash Animation
Sculpture
Traditional Media Art
Basic Knowledge of 3D modeling
Video Editing
Graphic Design
Web Design
Photography

02 Softwares

Photoshop ●●●●●●●●●●●●●●●●
Illustrator ●●●●●●●●●●●●●●●●
Flash ●●●●●●●●●●●●●●●●
Dreamweaver ●●●●●●●●●●●●●●●●
Indesign ●●●●●●●●●●●●●●●●
Painter ●●●●●●●●●●●●●●●●
Manga Studio ●●●●●●●●●●●●●●●●
zBrush ●●●●●●●●●●●●●●●●
3ds Max ●●●●●●●●●●●●●●●●
Maya ●●●●●●●●●●●●●●●●
FinalCut Pro ●●●●●●●●●●●●●●●●
Premiere ●●●●●●●●●●●●●●●●

Activities

Disney Painting Club (unofficial)

2015 to Present
Event Organizer

TPEI-US Taiwanese Professionals in Entertainment Industry

2013 to Present
Founder, President

A networking purpose group for Taiwanese Americans who is currently working or had worked in the US entertainment industry.

WIA Women in Animation

2014 to Present
Member

ASIFA - Hollywood

International Animated Film Association Hollywood Chapter
2012 to Present
Member

SILA Society of Illustrators of Los Angeles

2013 to Present
Member

CSA Chinese Student Association in Art Center College of Design

2006 to 2007
Founder, President

First officially founded Chinese student club in School.

Organized and planned events, made connections to local Chinese communities and Taiwan design company, assigned tasks to officers.

EDUCATION

● Art Center College of Design (Pasadena, CA)

2010

Illustration / Entertainment Design

Matt painting for a film student's Adidas commercial project "Rain" was selected and showcased in IdN Magazine.

● Art Institute of Seattle (Seattle, WA)

2001

Multimedia and Web Design

Local web design winner of Adobe/Art Institutes Design Competition 2001.

● Shoreline Community College (Seattle, WA)

1999

General Studies

● Fu-Hsin Trade and Arts School (Taipei, Taiwan)

1996

Graphic Design and Fine Art

● Additional Training:

Concept Design Academy and CGMA:

Character Design, zBrush, Visual Development, Digital Painting, Figure Drawing.

Workshops in Taipei, Taiwan

Flash game design for mobile phone workshop

Maya 3D modeling 3 days workshop

Adobe Photoshop/Macromedia workshops