

Nicholas Huang

Concept Artist, Illustrator

Hi! I am an LA based concept designer passionate about games, films, and animation.

nhuangart@gmail.com

(626) 388-5827 (text)

nicholashuangart.com

SKILLS

Concept Art Illustration

VR Design Prop Design

Character Design

Visual Development

Environment Design

PROGRAMS

Photoshop Illustrator

Blender Maya

Gravity Sketch

Adobe Medium

Zbrush

LANGUAGES

English

Mandarin Chinese (verbal)

WORK EXPERIENCE

Concept Art Intern

Weird Woods

11/2021 - Present

Themed Entertainment Startup

- Developed an accessible style guide to direct a team of artists towards a unified vision.
- Created game assets including Environments, characters and props for the game "Kitchen Kauldron."
- Helped fabricate and build a real world 'escape room'

Independent Contractor

Riot Games

08/2018 - 05/2019

- Designed 4 Riot Support Site icons that will be used on the client, in game, and on mobile apps.
- Illustrated stylized characters of the game "League of Legends" with customer-related symbolism.
- Worked with the support team to create graphics and pixel icons for "Blitzcrank Bot" and "Supporo"

Concept Artist

Fureoz Studios

01/2021 - 05/2021

Game Development Company

- Established a visual language for 2 fantasy civilizations.
- Collaborated with writers overseas to world build and create concepts for characters, costumes, props and architecture.
- Drafted designs for a character lineup within with various occupations and ranks.

Artist Lead

Edenic Era LLC

01/2018 - 12/2019

Startup Game Development Company

- Worked with dev team to create a F2P magic based battle royale game tried by over 200,000 people
- Designed and Illustrated promotional splash arts for 7 characters for the game "Valgraves: Immortal planes."
- Pitched various 2D styles for character designs and illustrations.

Gravity Sketch Student Ambassador

01/2021 - Present

- Acted as a Liaison between the Gravity Sketch team and Art Center Administration
- Coordinated with Gravity Sketch to help students set up and use Virtual Reality Hardware and Software

EDUCATION

Art Center College of Design

Entertainment Design (Concept Design)

09/2017 - Present

Expected Graduation December 2021