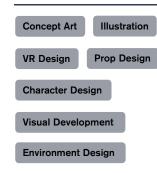
# **Nicholas Huang**

# **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**



# **PROGRAMS**



# **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