

Karen Han

Visual Development and Illustration



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karenhanart.com

EDUCATION

Art Center College of Design

BFA Illustration /

Entertainment Arts

2015 – Present

(Expected Graduation

Fall 2021)

Dean's list 2015 - Present

Concept Design

Academy

2016 - 2018

Brainstorm School

2017, 2020

SKILLS

Digital / Adobe

Photoshop, Illustrator,

Indesign, Premiere

Autodesk Maya

Google Sketchup

Traditional / Gouache,

watercolor, oil, acrylic,

pen and ink

Languages / English,

Japanese, Chinese

EXPERIENCE

Aetheric Studios

Background Painter, Color Designer | 2021 – Present

- Painted production backgrounds and designed color keys for layout and character for an unannounced game.

Art Center College of Design

Teacher's Assistant | 2016 – Present

- Inventive Drawing**, Will Weston - 2017
Assisted students with figure drawing fundamentals and performed administrative tasks.
- Story In A Picture**, Richard Keyes - 2021
Helped instruct students about story based painting.
Created lecture on filmmaking techniques.
Communicated regularly with students as a liaison.
- Color and Story**, Richard Keyes - 2021
Co-taught class on how color impacts story, including creating lectures about color and light.

Orientation Leader | Spring 2017

- Helped incoming students adjust to a new learning environment.

RELEVANT COURSEWORK

World Building 3 with Zac Retz | Brainstorm School | 2020

Developed environments and moment paintings for original story.

Visual Development with Bill Perkins | Art Center College of Design | 2019

Created pre-production artwork for the feature film pipeline.

3D Layout with Craig Van Dyke | Art Center College of Design | 2020

Created a pre-vis 3D animatic and sets in Maya for the feature film pipeline.

Story in a Picture with Richard Keyes | Art Center College of Design | 2020

Developed beat paintings with a focus on different ways to tell a story effectively.

