Mi Mi

thisisntmi
.com
.artstation.com
@gmail.com
(571) 992-8663

concept design & illustration

Recognitions —

Graduation with Distinction
ArtCenter Provost's List
3.80+ GPA / 2018–2022

Education —

aug 2022

B.S. in Entertainment Design, Concept track
ArtCenter College of Design - Pasadena, CA

skills —

Concept art
World/Environment design
Visual development

2d programs
Photoshop
Adobe suite

3d software
Blender
3d Coat
Sketchup

Experience —

apr 2022
jul 2022
—
DoubleLoop Games
San Francisco, CA

Freelance Digital Illustration for Video Games
- Illustrated detailed food/item icons for a mobile game in development requiring consistent stylization and visual treatment

may 2021
jan 2022
—
Concept Haus
Burbank, CA

Concept Artist and Illustration Intern for Video Games
- Designed environments & prop concept art, rendered card illustrations and mood/keyframe paintings
- Collaborated and interchanged feedback with 3d modeling team for development on a studio game
- Illustrated video game characters and produced matte painting for client projects

Languages —

English
Vietnamese

jan 2020
feb 2021
—
Bad Apple
ArtCenter College
Pasadena, CA

Visual Development for Animation Short
- Designed weapon and prop model sheets with orthographics and concept sketches
- Painted graphic design elements in collaboration with the production team

interests —

Cool socks, film photography, foreign language, tattoo design, packaging design

may 2019
aug 2022
—
ArtCenter College
Pasadena, CA

Teacher's Assistant for Eric Ng, Justin Pichetrungsi, and Thomas Bertling
- Organized, managed, and critiqued work
- Guided students with theme park layout design, line art, and creative sketching

References available upon request.