

# Victoria Imo

Costume Concept Artist | Visual Development Artist

Eager and Efficient concept artist, Victoria is always ready to deep dive into team projects to help project the best outcome for a story. Victoria is most driven by story, 2D visuals, mood, and color. She is always willing to try new styles and genres to keep her projects interesting and captivating.



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📍 Pasadena, United States

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## SKILLS

Concept Art   Costume Design   Illustration  
Prop Design   Character Design   Worldbuilding  
Visual Development

## PROGRAM PROFICIENCY

Photoshop   Indesign   Illustrator   ZBrush  
Maya   Blender   Gravity Sketch  
Marvelous Designer

## INTERESTS

Music   Storytelling   Video Games  
Worldbuilding   Reading

## EDUCATION

**Bachelors of Science, Entertainment  
Concept Design Track**  
Art Center College of Design

01/2018 - Present

Pasadena, USA

## HONOR AWARDS

Featured storyboards/ color keys created for children's story at the Ahmasons Theater (12/2018 - 12/2018)  
*Antiracist Classroom*

## WORK EXPERIENCE

**Visual Development Artist**  
Curiomatic

06/2020 - 07/2020

Pasadena, United States

*Achievements/Tasks*

- Freelanced directly with the directors ( Chris Szczesiul and Omni Jacala) along with a team of 3d artists to create VisDev pieces for a video game trailer, currently in out

*Contact : Chris Szczesiul - ChrisSzczesiul@gmail.com*

**Concept Art and Visual Development Artist**  
Bad Apple - Art Center College of Design

01/2020 - 06/2020

Pasadena, United States

*Achievements/Tasks*

- Collaborated in a student project to create characters, vehicles, props, environments, keyframes, and multiple assets for the 3D animated music video "Bad Apple" by Vanessa Too
- Worked on the visual development of a motorcycle, getaway van, and workshop room layouts

*Contact : Vanessa To - 626-533-3602*

**Visual Development**  
Art Center College of Design - Game Jam

03/2022 - 03/2022

Pasadena, United States

*Achievements/Tasks*

- Created and art directed a game pitch called Snooze for a school compenion
- Helped create backgrounds and assets to be used in the game

**Entertainment Design Departments Teacher's Assistant**  
Art Center College of Design

01/2022 - Present

Pasadena, CA

*Assisted instructor Ricardo Delgado in evaluation, organization, and provided feedback of student work. Class: Entertainment Design Portfolio*

*Contact : Ricardo Delgado - ricardo.delgado@artcenter.edu*



## WORK EXPERIENCE

### **Independent Study with Leighton Hickman** Art Center College of Design

*05/2022 - Present*

*Worked with Leighton to create an animation*

*Contact : Leighton Hickman - [Leighton.Hickman@artcenter.edu](mailto:Leighton.Hickman@artcenter.edu)*

### **Mentorship with Yuhki Demers** Art Center College of Design

*09/2021 - 12/2021*

*Pasadena*

*Learned painting techniques through a personal mentorship set up by Art Center in the fall of 2021*

*Contact : Yuhki Demers - [yuhkidemers@gmail.com](mailto:yuhkidemers@gmail.com)*