

SABRINA SENTOSO

Concept Art | Visual Development

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sabrinasantoso.com

Alhambra, CA

TOOLS

Adobe Photoshop
Clip Studio Paint
Blender
Zbrush
Sketchup
Indesign
After Effects
Miro
Trello

EXPERIENCE

Concept Art Intern - Blizzard Entertainment, Hearthstone
May - August 2022

- Painted and designed themed card backings
- Developed character designs & props for expansion style guides
- Designed and reskinned UI elements for game updates
- Collaborated with 3D, UI & VFX artists for asset implementation

Teaching Assistant - Art Center

2022 - Present *Advanced Perspective, Eric Ng*

- Managed student work and intermediary communications
- Conducted in-class critiques, drawovers, and technical demonstrations to elevate student work

Peer Coach - Art Center

2022 - Present

- Mentored other students with school work and classes
- Provided feedback and advice to support their academic and skill development

Character Designer - Abaddon

2021-2022

- Participated in Art Center's Capstone game "Abaddon"
- Designed characters, 2D sprites, and UI icons to fit production style
- Collaborated with the 3D team to craft textures for in-game characters and environment decals.

EDUCATION

ArtCenter College of Design

Bachelor in Entertainment Design, Concept Track

2019-Fall 2023

Provost List 2020- 2023

Graduation with Distinction

SKILLS

Character Design
Background Design/Layout
Visual Development
2D Design
Matching Production Styles
Painting/Rendering