



# Crystal Truong

VISUAL DEVELOPMENT ARTIST

I'm a visual development artist who is passionate about designing and illustrating worlds. I specialize in environments, props, and characters in various styles and I enjoy finding unique ways to tell stories with a lot of heart.

## CONTACT

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crystalart.com

(626) 534-3012

## TECHNICAL SKILLS

Worldbuilding

Environment Design

Painting

Illustration

## INTERPERSONAL SKILLS

Collaborative

Team Player

Communicative

Time Management

## EDUCATION

ArtCenter College of Design

Entertainment Design

2017 - 2022

## EXPERIENCE

### Background Painter

Pasadena, CA

*Siblings - Short Film*

- Value layouts into color
- Frame-by-frame for short animated sequence
- Match rendering to established paint style

### Background Artist

Pasadena, CA

*Nails! - Short Film*

- Paint background environments from 3D block-in
- Established color and lighting direction for various sequences
- Frame-by-frame paint of prop animation

### Visual Development Artist

Pasadena, CA

*Bad Apple - Short Film*

- Design and paint environments, props, and color scripts
- Collaborate with peers to make cohesive designs
- Prepare final designs in orthographic views

### Environment Concept Artist

Remote

*Happy Tiki Inc. - Freelance*

- Designed environments for illustrated book series "Rescue Sirens"
- Designed isometric cutaway layouts for exterior and interior sets
- Communicated closely with clients about asset edits

### Concept Artist

Monrovia, CA

*Biplane Games - Internship*

- Painted character and environment designs for card-based role-playing game
- Made necessary edits to design or lighting to best convey the card's purpose
- Completed multiple paintings to finish by the assigned deadline