

Paul Lam

Concept Design



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Pasadena, CA



Lampaul.artstation.com

EDUCATION

Art Center College of Design

2018 - Present

Entertainment Design, Concept Design Track, B.S.

EXPERIENCE

Concept Artist - Ao Shu

2021

(Video Game Capstone Project)

- Character and Prop Design
- Worked closely with game designers and 3D modelers
- Designed thumbnails, sketches, final concepts, sprite illustrations, and orthographic views

Concept Artist - Shockwave

2018

(Board Game Project)

- Character and Prop Design
- Worked in a collaborative team to create concepts, themes, and worldbuilding

SKILLS

Design

Concept Design, Worldbuilding, Research

Character, Prop, Environment Design, Keyframes

Software

Adobe Creative Suite, Maya, Sketchup, Sony Vegas

Languages

English, Mandarin