Charles Kwang

CHARACTER DESIGN
VISUAL DEVELOPMENT

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Skills

TRADITIONAL
Graphite, Ink

DIGITAL
Photoshop, Clip Studio Paint, Illustrator, InDesign, Storyboard Pro, Sketchup

LANGUAGES
English, Mandarin

Interests

Dungeons & Dragons, Reading, Boardgames, Weight-lifting, Cooking, Videogames

Objective

Seeking a character designer or visual development position in the videogame or animation industry. Passionate about working with others to create immersive and fantastical worlds.

Education

ArtCenter College of Desgin, Pasadena, CA   April 2023
BFA in Illustration, Entertainment Arts with Honors

Projects

Deepest Dark   March 2022
UI Designer; 48hr Game Jam (URL: steventus.itch.io/deepestdark)
➤ Created a fully functional game within a limited time frame. Designed the visuals and layout of the UI.

Tim Sandal's Side Project   Sept - Dec 2022
Background Designer and Painter; Animated Short
➤ Collaborated with an animation student to bring their animated short to life by creating backgrounds designs, adding color and lighting, and final background assets.

Merchants of Merchant Town   Sept 2022 - Present
Game Designer and Illustrator; Boardgame
➤ Self designed, developed, and illustrated a board game from scratch, covering gameplay, graphic design, theme, and illustrations.

Relevant coursework

Concept Art for Videogames   Spring 2022
ArtCenter College of Design
➤ Worked with the instructor to create concept art in a simualted development cycle, from blue sky to post game launch.

Character Design   Spring 2022
ArtCenter College of Design
➤ Learned fundamentals of character design. Worked collaboratively with a partner to create character designs based on a musical.

Visual Development   Summer 2022
ArtCenter College of Design
➤ Worldbuilding for personal projects, including set design, character design, color keys, and key illustrations.