JESSIE CHANG
Visual Development & Background Artist

jessie2255@gmail.com
(858) 335 - 8112
jessiechang.art

Experience

May 2023 Aug 2023	**CONCEPT ARTIST** - *Good Trouble*

Design and paint 2D key splash art for branding/marketing. Creating a variety of ideas, designs, color and lighting keys of environments in an upcoming game. Establish a visual style for the game.

Feb 2023
June 2023

EDITOR/ARTIST - *Shimahara Visual*

Photoshopped composite images and created architectural illustrations for mockups and layouts within the marketing team for companies like Apple. Participated in weekly presentations on brand culture. Researched social media marketing strategies and brand competition.

January 2023
May 2023

VISUAL DEVELOPMENT ARTIST - *137 Ewes Production*

Developed environments and props for a comedy TV series pitch. Gathered references and sketched locations and callouts. Implemented feedback to improve visual storytelling.

Aug 2022
Oct 2022

BACKGROUND DESIGNER - *Titmouse*

Quickly adapted to the show's style and translated the director's roughs into adult comedy backgrounds. Cleaned up backgrounds, created rough layouts, and modeled environments to improve workflow.

March 2022
July 2022

CONCEPT ARTIST - *Timberline Studio*

Worked closely with the art director on game development; provided 3-5 concepts daily for exterior environments. Created detailed prop turnarounds and prepared props for modeling. Learned texture tiling and familiarized myself with the game pipeline.

Education

Aug 2016
May 2020

UNIVERSITY OF SOUTHERN CALIFORNIA
Major - Animation & Digital Arts
Minor - Game Animation
School of Cinematic Arts, Los Angeles, CA

WOMEN IN ANIMATION
Mentorship - Becoming a Concept Artist for live action film or Visual Development with Vicki Pui

Skills

TRADITIONAL - Graphite, Watercolor, Gouache
PROGRAMS - Photoshop, Illustrator, After Effects, Maya, TVPaint, Blender
LANGUAGE - English and Chinese
INTERESTS - Video games, Dungeons & Dragons, Dogs, Fostering Cats