

# Danny Kong

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## CAREER OBJECTIVE

Highly motivated digital artist seeking to find an illustration position where my illustration, design, and computer software skills can be applied on projects that require visual problem solving, complex design decisions, and hands-on team member experience.

## EDUCATION

Academy of Art University, San Francisco, May 2010

Bachelor of Fine Arts, Concentration in Illustration

## SKILLS

- Photoshop
- Illustrator
- Premier
- Corel Painter
- Experienced with watercolor, acrylics, charcoal, and oil painting.
- Proficient on Windows and Macintosh OS

## PROFESSIONAL EXPERIENCE

### **Freelance Illustrator/Concept Artist**

**May 2004 - Present**

Self-employed

- Children book illustration (Current Project)
- Concept artist for GamKat.com (Current Project)
- Designed corporate business card and podcast logo for My Arcade Planet
- Designed holiday greeting card for Bridgewave Communications
- Provided color design for Jonathan Ellis
- Conducted commission drawing for Michael Donnelly
- Conducted commission drawing and consulting for Ernest Liu

### **Gree International, Inc.**

**Sept 2011 – Feb 2014**

Game Artist

- Work closely with the Art Director and Lead Artists to explore and create various visual systems for our game titles.
- Conceptualize and illustrate game assets, characters, environments, props, icons, etc. based on the project and play a key supportive role in defining the art direction of the projects.
- Provide graphics for websites, logos, and promotions for marketing purposes.

**“Them Greeks...!” Film by Durga Digital, LLC**

**Jun 2010 – Jan 2014**

Visual Development Artist

- Paint color and texture guides for props, characters, and environments throughout the production
- Assist the development of background paintings
- Develop lighting concepts for various environments
- Designed teaser and release posters

**Rocket Ninja**

**Mar 2011 – April 2011**

**2-D Artist**

- Created IGA’s (In-between Game Animations) for Wrestler: Unstoppable
- Created clothing and accessories for 2D avatar sprites

**Tapulous, Inc.**

**May 2009 – July 2010**

Avatar System Design

- Designed avatars for Tap Tap Revenge
- Designed clothing and accessories for avatars

**REFERENCES**

References available upon request.