

# EMERSON TUNG

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**JOB OBJECTIVE** : To secure a position as a **Concept Artist** for a video game or animation company.

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## WORK HISTORY AND EXPERIENCE

- Artist** at Booyah Inc, San Francisco, CA 2011-Present  
-Developing concept art and game assets for game IPs
- Concept Art Intern** at Fearless Studios, San Francisco, CA 2010-2011  
-Developing character concepts and pitch art for IP
- Visual Development Artist** for Prelude 2D Animation Student Film 2010  
-Worked mainly on color script and figuring out the mood of the animation.  
Also worked on miscellaneous visual development.
- Project Founder and Coordinator** for Chromagination Artbook Project 2009 - 2010  
-I brought the group together and coordinated the making the book, organized book-related events. I am also one of the artists whom artworks are featured in the book. Book was published September 2010.

## PROFESSIONAL SKILLS

- Good concepting skills
- Corel Painter
- Adobe Photoshop
- Adobe Illustrator
- Bilingual (English and Bahasa Melayu)
- Ability to follow instructions from Art Directors

## CREDITS AND AWARDS

- Featured in upcoming Spectrum 18 (2011)
- Featured in "The Games We Play" Group Gallery Show
- Finalist in the Society of Illustrators 2011 Student Scholarship Competition and Exhibition
- Featured in ImagineFX Issue No. 65
- 3X3 Annual Children Show 2010 finalist
- Barbara Bradley Award 2010
- AAU Annual Spring Show 2011 Finalist
- AAU Annual Spring Show 2010 finalist
- AAU Annual Spring Show 2009 finalist
- AAU Annual Spring Show 2007 finalist
- Stedfast Scholar Award 2004

## EDUCATION

- Academy of Art University San Francisco 2010  
BFA , Illustration