

ANNA XUAN

Visual Development & Design

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Skills

Visual Development

Production design
Concept Art
Asset sculpting and modeling
Beat boards
Graphic Design
UI/UX Design

Digital Programs

Adobe CC 2018
Autodesk Maya
Blender
Pixologic ZBrush
Clip Studio Paint

Traditional Art

Painting in Oil, Gouache,
Watercolor, Acrylic
Screenprinting
Bookbinding

Interpersonal Skills

Project Management
Adaptable
Presentation skills
Time management
Work delegation
Highly motivated

Experience

Ludare Games

Operations/Publishing Intern
2019 - present

Rhode Island School of Design

Nature Lab Monitor

2015 - 2018

Pre - College Resident Advisor

Summer 2015

Studio Experience

Game Design - Art Lead

CDM

Learned about the concepts and techniques of game design as well as the game production pipeline.

Projects II - Art Lead/Project Manager

CDM

Worked on team projects with designers, managers, and programmers in designing and producing digital solutions for clients such as apps and games on various platforms.

Game Artist

Brown-RISD Game Development

Worked as an asset artist for team-based game design projects.

Character Creation & Creature Lab

RISD

Learned about the concepts surrounding character and creature design such as silhouette, symbolism, and shape language. Also learned to utilize elements animal anatomy to create convincing creatures.

Digital 3D & CGI: 3D

RISD

Learned 3D modeling, texturing, rigging, as well as animation in Blender, Zbrush, and Maya.

Education

Centre for Digital Media

Vancouver, BC
Master of Digital Media
2018 - present

Rhode Island School of Design

Providence, RI, USA
Bachelor of Fine Arts,
Illustration Honors 2018
Concentration: History, Philosophy +
the Social Sciences

Gnomon School of Visual Effects, Games + Animation

Los Angeles, CA
Summer 2016 courses: Digital Painting,
Character Sculpture

Languages

Fluent in English & Mandarin
Working understanding of French
Beginner level in Japanese