

# STEVEN DANG

CONCEPT ARTIST | VISUAL DEVELOPMENT

Concept artist who enjoys creating and visualizing imaginative worlds. I love to primarily work on environment and props for both video games and animation.

## EXPERIENCE

### GAMMA INTERACTIVE LLC

CONCEPT ARTIST | April 2022 - March 2023

- Designed characters, props, ui and environments for a VR game
- Collaborated with other artists/developers to make designs that would fit in the world and work within the game.
- Created/painted over 3D block-ins

### FREELANCE

ILLUSTRATION | 2022- 2023

- Helped create a pitch deck for a tv pitch
- illustrated key scenes and designed characters and props

## EDUCATION

### ART CENTER COLLEGE OF DESIGN

BACHELOR OF SCIENCE IN ENTERTAINMENT DESIGN

CONCEPT DESIGN TRACK | September 2018 - April 2022

Pasadena, CA

- Learned to collaborate with others to create story driven pieces of art and setting the mood within the environment designs.
- Ability to adapt to different styles from fantasy to sci-fi

## CONTACT INFO

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Pasadena, CA

## PORTFOLIO

[www.stevenydang.com](http://www.stevenydang.com)

## SKILLS

Blender

Maya

Photoshop

Sketch-Up

## LANGUAGE

ENGLISH