

NAFISAH TUNG
13642 Fairgate Dr.
Poway, CA 92064
(858) 231 - 6973
nahfeesawh@gmail.com
nahfeesawh.com

Summary of Qualifications

Two years at Sony Online Entertainment as a concept, UI, and character artist for an active title. Ongoing freelance illustration and concept art for independent companies. Proactive and adaptable personality; good communicator with an ability to illustrate and model in a wide range of visual styles.

Technical Skills

- **Painting Software:** *Photoshop, Paint Tool SAI, Open Canvas*
- **3D Software:** *Maya, 3Ds MAX, Zbrush, Unreal3 Engine*

Experience

Sony Online Entertainment August 2011 – August 2013

Associate Character Artist on *Free Realms*

- Consistently and efficiently followed preset character pipeline, from concept to model, texture, rigging, and setting up actors for in-game use
- Effectively illustrated concept art, UI elements, and in-game advertisements on a steady deadline

Freelance Character Illustration and Design 2005 – Present

Contracted Concept Artist for *Juggernaut Games* 2011 – 2012

- Illustrated characters, props, environments, and promotional art for a start-up company on Playstation Home

Contracted Concept Artist for *EGE (Electronic Gaming Education)* 2012

- Designed and modeled mascot character for a start-up company
- Variety of other freelance projects, involving concept art, illustrations, logo designs, and promotional art.

Sony Mentor Prototype October 2010 - April 2011

Project Lead/Art Director, Concept Artist, Modeler/Texture Artist

- Concepted and planned entire project under the art direction of working professionals in the industry
- Developed pipeline, workflow, and visual style for a group of eight people
- Modeled, unwrapped, and textured main assets for each level

Education

The Art Institute of California- San Diego April 2009 – April 2011

Bachelor of Science, Game Art and Design

- Ambassador's Club (President) August 2010 – March 2011
- Concept Art Club (President) August 2010 – March 2011
- Marshall Vandruff Human Anatomy Workshop August 2008
- Marshall Vandruff Animal Anatomy Workshop March 2009
- Dzu Nguyen Dynamic Sketching Workshop January 2010
- Dzu Nguyen Creature Design Workshop February 2011