

ELINA HUANG

Character Designer | Visual Development Artist

626 567 9587

Pasadena, CA, 91101

elinahuang1026@gmail.com

www.elinahuangart.com

EDUCATION

ArtCenter College of Design, Pasadena, CA

Bachelor of Science in Entertainment Design-Concept

Cumulative GPA: 3.899

Anticipated Graduation 12/2024

PROJECTS

"Bone Hunter" - ArtCenter Game Capstone Project

Character Designer and Animator - Pasadena, CA

09/2023-Present

- Collaborates with animators, artists, game designers, and coders to conduct research and designs characters for the game project "Bone Hunters".
- Designs and animates entertaining in-game actions for characters.
- Ensures design style consistency, develops conceptual phase ideations to finished illustration, and delivers assets to other artists along the pipeline.
- Participates in discussions and provides feedback and ideas for the game development.

"Glasses" - ArtCenter Capstone Project

Visual Development Artist and Animator - Pasadena, CA

01/2022-12/2022

- Collaborated with animators and artists and designed characters, props, and backgrounds for the animated short film "Glasses" using Photoshop.
- Animated key frames, clean up, ink and paint using ToonBoom Harmony.
- Ensured the consistency and accuracy of characters of other students' works.

"Los Desterrados" - Collaborated Animated Short Film

Visual Development Artist - Shanghai, China

04/2021-08/2021

- In collaboration with short film director Derrick Ostolaza, researched and designed major characters, props, environments using Adobe Photoshop for the short film.
- Implemented feedback into designs to ensure characters, props, and environments match directorial vision. Final renders were approved and submitted to the director.

WORK EXPERIENCE

Teaching Assistant - ArtCenter College of Design

2D 4 Acting 1 TA for Anthony DeRosa - Pasadena, CA

10/2022-04/2023

- Kept and organized notes of class critiques and distributed the notes to 15-20 students.
- Participated in dynamic class critiques by giving revision suggestions and summarized course content for the instructor after class with extensive written and verbal communication skills.

SKILLS

Design and Presentation

Character Design, Visual Development, Animation (2D and CG), Modeling, Texturing, Sculpting

Software

Adobe Photoshop, After Effects, Autodesk Maya, Toonboom Harmony, Storyboard Pro, Zbrush, Microsoft 365, Google Suites

Language

English-Fluent, Mandarin-Native