

JESSIE CHANG
Visual Development & Background Artist

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EXPERIENCE

April 2024 BACKGROUND ARTIST - NEOLUDIC GAMES

Current Create 8 backgrounds for a trailer for Tiny Bookshop. Working closely with the producer and

art director from storyboard, thumbnails, color schemes, to final stylized background.

April 2024 CONCEPT ARTIST - INANIMATE INSANITY

Current Create concepts art to fully flesh out 8 locations in a tight schedule. Designed the style and

colors of each location according to the storyboard and script.

Oct 2024 BACKGROUND/ PROP ARTIST - SNL

Design and paint backgrounds for SNL 50's comedy skit on a fast paced schedule. Created

props according to the style guide.

May 2023 CONCEPT ARTIST - Good Trouble

Aug 2023 Design and paint 2D key splash art for branding/marketing. Creating a variety of ideas,

designs, color and lighting keys of environments in an upcoming game. Establish a visual style

for the game.

Aug 2022 BACKGROUND DESIGNER - Titmouse

Oct 2022 Quickly adapted to the show's style and translated the director's roughs into adult comedy

backgrounds. Cleaned up backgrounds, created rough layouts, and modeled environments to

improve workflow.

March 2022 CONCEPT ARTIST - Timberline Studio

July 2022 Worked closely with the art director on game development; provided 3-5 concepts daily for

exterior environments. Created detailed prop turnarounds and prepared props for modeling.

Learned texture tiling and familiarized myself with the game pipeline

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Major - Animation & Digital Arts

Minor - Game Animation

School of Cinematic Arts, Los Angeles, CA

WOMEN IN ANIMATION

Mentorship - Becoming a Concept Artist for live action film or Visual Development with Vicki Pui

SKILLS

TRADITIONAL - Graphite, Watercolor, Gouache

PROGRAMS - Photoshop, Illustrator, After Effects, Maya, TVPaint, Blender

LANGUAGE - English and Chinese

INTERESTS - Video games, Dungeons & Dragons, Dogs, Fostering Cats