



JESSIE CHANG

Visual Development & Background Artist

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jessiechang.art

Experience

- Aug 2022
Present
- BACKGROUND DESIGNER - Titmouse**
Worked closely with the art director and production to create rough layouts, establishing shots, clean up backgrounds, 3D model locations. Worked a lot on line work quality and perspective.
- March 2022
July 2022
- CONCEPT ARTIST - Timberline Studio**
Worked closely with the art director and game designers to create color keys, concept art for props, design locations. Designed/detailed prop turnarounds and prepared props for modeling.
- Nov 2021
March 2022
- FREELANCE DESIGNER - IGN**
Worked closely with director and junior art director to create thumbnails, illustrations, artwork for game and film releases with short deadlines.
- Oct 2021
March 2022
- VISUAL DEVELOPMENT ARTIST - The Moon**
Collaborated with the art director to translate ideas to rough concepts, color + lighting keys, BG design + paint for unreleased animated film.
Taking feedback and quickly correcting
- May 2020
Feb 2022
- ILLUSTRATOR - The Hero of Matysia**
Visually explored + designed many aspects including: sets, locations, props, color, and overall style.
Created illustrations for a fantasy series by Will Kaplan.
- April - June
2021
- BACKGROUND ARTIST - AB Positive**
Created environment concepts, color scripts, color keys, lighting studies, mood paintings, and production illustrations for an upcoming project.

Education

Aug 2016
May 2020

UNIVERSITY OF SOUTHERN CALIFORNIA

Major : Animation & Digital Arts
Minor : Game Animation
School of Cinematic Arts, Los Angeles, CA

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