

JOSEPHINE CHANG

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WORK EXPERIENCE

Artist - Freelance

FEBRUARY 2016 - PRESENT

Clients: Hi-Rez, Wizards of the Coast, Legends of Avantris, Quasireal Publishing, First Bite Games

- ▶ Researched historical references, sketched explorative thumbnails, refined design to create polished icons for SMITE 2
- ▶ Illustrated card art for Magic: The Gathering for an undisclosed project
- ▶ Developed character concepts for 13 subclasses and 13 lineages for *The Crooked Moon: Folk Horror in 5E*, a Dungeons & Dragons supplement
- ▶ Created 4 class illustrations for *Veil of the Eternal Night: Dark Fantasy for 5e and MythCraft*, a Dungeons & Dragons 5e and Mythcraft supplement
- ▶ Illustrated polished, player-facing 2 key art pieces, 3 sprites with 2 poses each, and 9 expressions per character for First Bite

Concept Artist - PRO Unlimited / Maxis, Seattle, WA

SEPTEMBER 2021 - SEPTEMBER 2022

- ▶ Creatively problem solved and iterated concepts for props, clothing, furniture; created paintovers, orthographs, kitbashing, roomviews
 - The Sims 4: High School Years
 - The Sims 4: Growing Together

QA Specialist/Artist - Booz Allen Hamilton, Seattle, WA

MAY 2020 - OCTOBER 2021

- ▶ Logged and triaged bug databases in Jira, documented workflows in Confluence, and tested in a fast-paced environment on multiple games at once
- ▶ Concepted UI mock ups and illustrated 2D art assets for confidential government training exercises

CMO Communications Lead - Launch Consulting Group, Bellevue, WA

JULY 2019 - APRIL 2020

- ▶ Scheduled and drove Teams meetings with stakeholders to communicate problems, solutions, needs, or priorities
- ▶ Managed delivery of communication projects

Azure Marketing Onboarding Lead - Launch Consulting Group, Bellevue, WA

JANUARY 2019 - JULY 2019

- ▶ Adopted and improved new workstream to current team; reducing turnaround time from ~20min to 5-10 minutes
- ▶ Vetted and inspected 2-day SLA nominations within 9 hours
- ▶ Managed, audited, and reported team performance for internal improvement
- ▶ Built playbooks and internal documents to assist in educating the changing workflows

SKILLS

Illustration, Concept Art, Painting, Iterating, VisualDesign, Prop Design, Kitbashing, Paintovers, Orthographs, Anatomy, Shape Language, Art Fundamentals, Color Usage, Lighting, Documentation, Team leading & auditing, Black Box Testing, Communication, Mentorship

TOOLS

Miroboard, Shotgrid, Jira, Perforce / Github / Plastic, Microsoft Office Suite, Google Drive / Docs / Sheets, Adobe Photoshop, Adobe Illustrator, Azure DevOps, Power Bi, Kusto.Explorer, Trello

EDUCATION

New York University - New York, NY

2012 - 2016

- ▶ Studio Arts B.F.A.
- ▶ Japanese Language Minor