Arka Tu

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EXPERIENCE

GMTK GAME JAM 2021

Remote

July 2021

2D Artist: Produced background assets for *Death Road to Doggy Town*. Collaborated with animator to produce character art and title screen art.

FLYING MOLLUSK

Los Angeles, California

December 2020 - January 2021

Freelance Concept Artist: Produced three art pieces for pitch deck.

Summer 2019, Spring 2020

Concept Artist Intern: Developed environments, assets, and initial

sketches for multiple game projects.

TOIL AND TROUBLE STUDENT PRODUCTION

Remote

Summer 2020

Background painter: Collaborated with animator and layout artist to paint cottage backgrounds.

SKILLS

Adobe Photoshop Self-discipline Adobe Illustrator Teamwork

Time management Effective communication

EDUCATION

CG MASTER ACADEMY

Perspective, January 2021 - March 2021, Instructor: Dmitry Sorokin Digital Painting, April 2021 - June 2021, Instructor: Robin Har

ROCHESTER INSTITUTE OF TECHNOLOGY Rochester, New York Illustration Bachelor of Fine Arts, Class of 2020, Summa cum laude

Portfolio, Spring 2020, Independent project developing desert culture