# Arka Tu

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### **EXPERIENCE**

#### **FREELANCE ARTIST**

Remote

Unannounced Puzzle Video Game, Nov. 2022 - Present

Concept Artist and 2D Artist: Creates concept art and 2D game assets, including backgrounds and tiles.

Unannounced Tabletop Game, April 2022 - August 2022

Illustrator: Produces box art illustrations.

Cartomancy Anthology, Oct. 2021 - May 2022

Concept Artist and 2D Artist: Created initial concept sketches, concept art, and 2D game assets. Collaborated with animator to create team's tarot card for marketing.

#### FLYING MOLLUSK

Los Angeles, California

Freelance Concept Artist, December 2020 - January 2021

Produced three art pieces for pitch deck.

Concept Artist Intern, Summer 2019, Spring 2020 Developed environments, assets, and sketches for multiple game projects.

## **SKILLS**

Sketching Concept Design

Digital Painting Teamwork

Adobe Photoshop Effective communication

## **EDUCATION**

#### **CG MASTER ACADEMY**

Fundamentals of Architecture Design, Oct. 2022 - Nov. 2022 Environment Sketching, April 2022 - June 2022 Dynamic Sketching 1 & 2, Oct. 2021 - March 2022

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