

Dionne Phua

Concept Artist | Web Developer

B.F.A in Computer Animation -
Ringling College of Art and Design

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Skills

- Effective Interdisciplinary communicator with High Approval Status amongst Engineers, Producers, Marketing and Artists.
- Versatile in various art styles not limited to Environment, Props and Characters design.
- Expert in Animation, Design and Video Software:
 - Maya
 - Unity
 - Adobe Photoshop
 - Corel Painter X
 - Adobe Premiere Pro
- Equipped with:
 - Javascript
 - Nodejs
 - HTML
 - CSS
 - React
 - Redux
 - MongoDB
- Multilingual
 - English/Chinese
 - Conversational Japanese and Korean

Hi I'm Dionne. I have 7+ years of international work experience in the gaming industry. I am an effective team player that can offer to companies and teams a combination of both technical and creative perspective and skill. Work aside, I am an avid outdoorsy person who simply loves to marvel at nature's wonders.

Achievements

- 3 Team Recognition awards from Deckstorm Production Team (DeNA)
 - Tested and presented technology and rig for making 2D characters look like 3D characters as a cost-effective and efficient solution for new game feature.
- 1 out of 2 to attain Marvel Approved Artist Status amongst ~20 artists (Aeria)
 - Storm Character Art chosen to feature on Marvel's Website, Comic and on CNN.
- Best Traditional Walk Cycle and Pantomime at "Best of Ringling 2008" (Ringling)

2017 - present

Web Development Immersive at General Assembly – Singapore

- Programmed a fully working game from scratch - Burger Stack 'em Up
- Art directed the 4 person collaborative project Expressive and helped designed the user flow.

2015 - 2016

DeNA Co. Ltd – San Francisco, CA

- Was involved in card illustration and touch up, banner advertising, icons, map design and VFX for Deckstorm.
- Was involved in Character Design and VFX for Blood Brothers 2.
 - Positive user reviews on VFX approach by YouTube Game Vloggers.
- Banner illustrator for Marvel Mighty Heroes beginning of release till Issue 14 (Age of Ultron).
- Contributed support on icons and VFX for an unannounced project.

2013 - 2014

PlayNext – Santa Clara, CA (formerly Aeria Games and Entertainment)

- Designed the Beast's laboratory (original artwork) for Marvel's X-Men: Battle of the Atom mobile game.
- Worked on characters, props, environments, and animation for X-Men: Battle of the Atom mobile game.
- Worked on original concept art for Japan and Mongolia Ally Mission for Assassin's Creed Memories and set the marketing art style for the game.
- Original marketing art assets were featured in all Apple App Store, Google Play, Facebook and advertising banners.
- Provided enhancement to marketing art assets for unannounced title.

2010 - 2013

Bioware Social (Electronic Arts, Inc.) – Redwood City, CA

- Worked on characters, props, environments, and animation for Dragon Age Legends Facebook game.
- Created concept art and 3D models for unannounced title.
- Art style was exclusively selected for marketing test against other artists' work
- Managed successful transfer of post-launch art to China.
- Appointed as the Art representative mentor for new hires at EA and held panel talks for both fresh graduates and interns alike.

2006 - 2007

Scrawl Studios - Singapore

- Created background illustrations for Milly Molly, an animated children's TV series in Asia, Australia, and the Middle East.

Animagine Pte Ltd - Singapore

- Taught animation basics to elementary and high school students interested in an art career.
- Promoted to lead trainer and selected to present to Minister of Defense of Singapore.
- Led development on training videos for the company's in-house software.