

DIONNE PHUA

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345 Sheridan Ave. Apt #221, Palo
Alto, CA 94306

B.F.A in Computer Animation

Ringling College of Art and Design,
Sarasota, FL, May 2010

- **6+ Years** of Experience as a 2D and 3D Artist in the Gaming Industry.
- Expert in Animation, Design and Video Software:
 - Maya
 - Unity
 - Adobe Photoshop
 - Corel Painter X
 - Adobe Premiere Pro
- Multilingual
 - English/Chinese
 - Conversational Japanese and Korean
- Versatile in various art styles not limited to Environment, Props and Characters design.

View my Portfolio:

<https://dionnephualiann.github.io>

- Effective Interdisciplinary communicator with High Approval Status amongst Engineers, Producers, Marketing and Artists.

View my LinkedIn

Recommendations:

<http://www.linkedin.com/pub/dionne-phua/1b/7a0/96b/>

Contact me for additional
Artwork and References

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.
- One out of 2 to attain Marvel Approved Artist Status amongst ~20 artists (Aeria)
 - Storm Character Art chosen to feature on Marvel's Website and Comic.
- Best Traditional Walk Cycle and Pantomime at "Best of Ringling 2008" (Ringling)

DeNA Co. Ltd – San Francisco, CA

2015 – Present

- 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.

PlayNext – Santa Clara, CA

2013-2014

(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.

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

2010-2013

- 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.

Scrawl Studios - Singapore

2006-2007

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

Animagine Pte Ltd - Singapore

2006-2007

- 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.