

Portfolio Workshop 1

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RIOT
GAMES

WHO WE ARE

WORK WITH US

NEWS

SEARCH



Riot Games

While this portfolio is mainly geared towards corporate track applications, even those seeking careers in the Fine Arts can absolutely make use of the following processes and ideas - namely, how to craft a compelling case study of your artwork.

The kind of portfolio we are going over is meant specifically for job applications and interviews.

We will focus on turning your projects into compelling “power stories” that showcase

What to look for in a portfolio?

Consistent presentation.

Portfolio

Portfolio About Contact News Blog

Digital Media Art



Design



Illustration



Photography



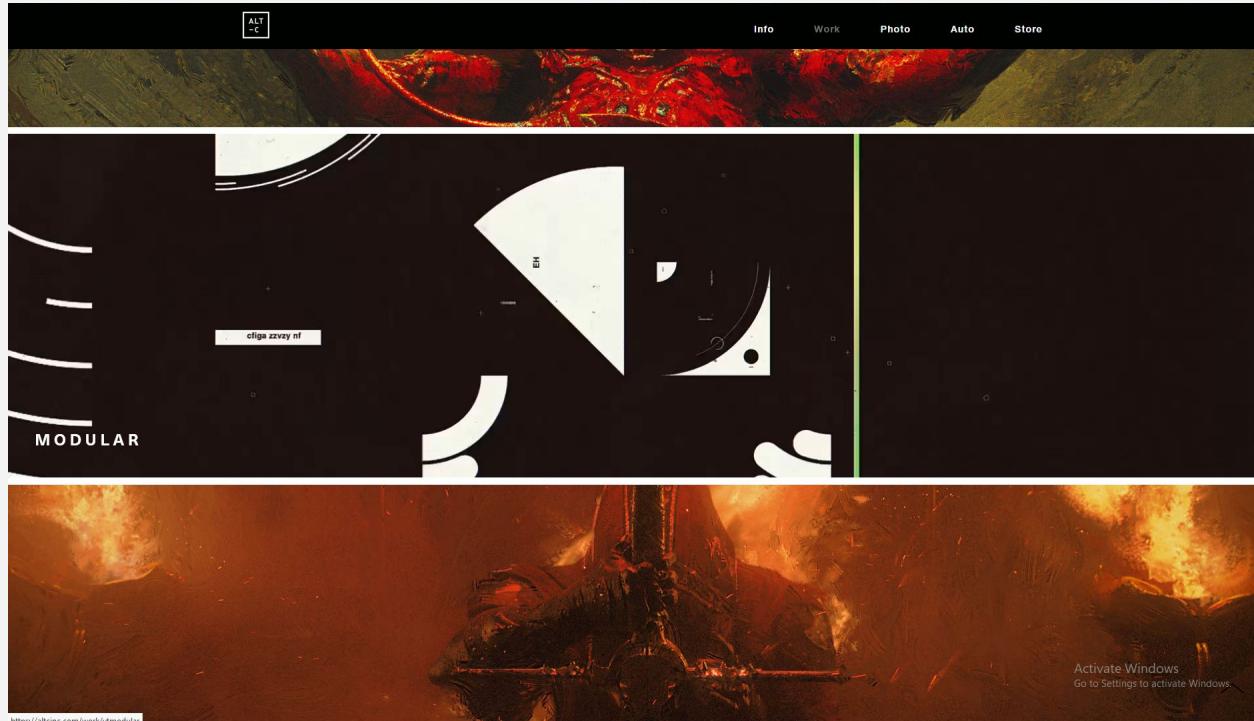
[Instagram](#) · [Vimeo](#) · [Twitter](#) · [Rarible](#)

♦uglykiki♦ 2020

Each portfolio should have a *focus*.

For multi-disciplinary artists, different disciplines MUST fit in top level navigation.

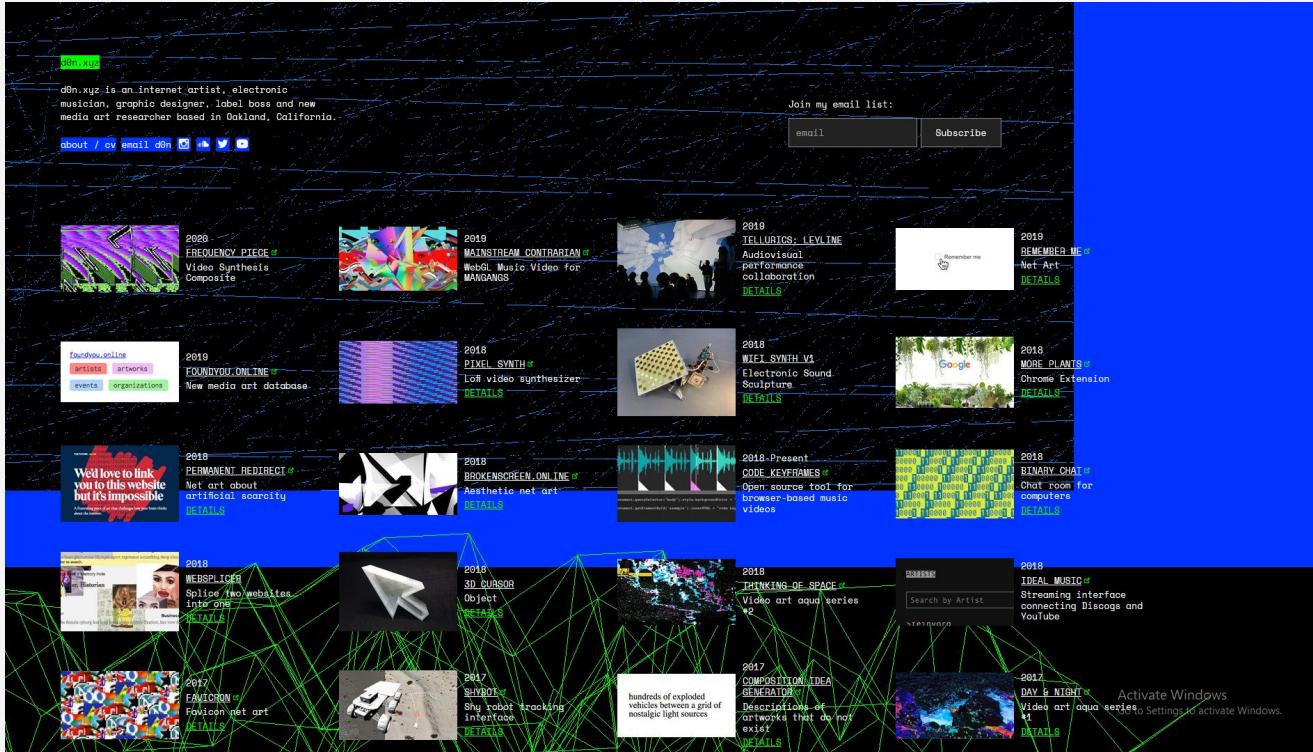
Work - Photo - Auto. Aim for only 5 items in top level navigation.



[Ash Thorp](#) (Paramount Studios)- Artist Portfolio

Intentional design decisions.

For those in Fine Arts, you can break UI/UX Design rules... as long as it is *intentional*.



Don Hanson (SJSU MFA / NAC Founder)- Artist Portfolio

Your portfolio is not just to share your art.

It is a design project to showcase your skill in presentation and persuasion.



Maciej Kuciara (Freelance) - Artist Portfolio

Getting started.

As a case study,

I will be applying for a job at Riot Games as a Visual Design Artist.

Treat your portfolio like a design project.

Research Phase

Define Phase

Ideation Phase

Prototype Phase

Test and Deployment

Research Phase

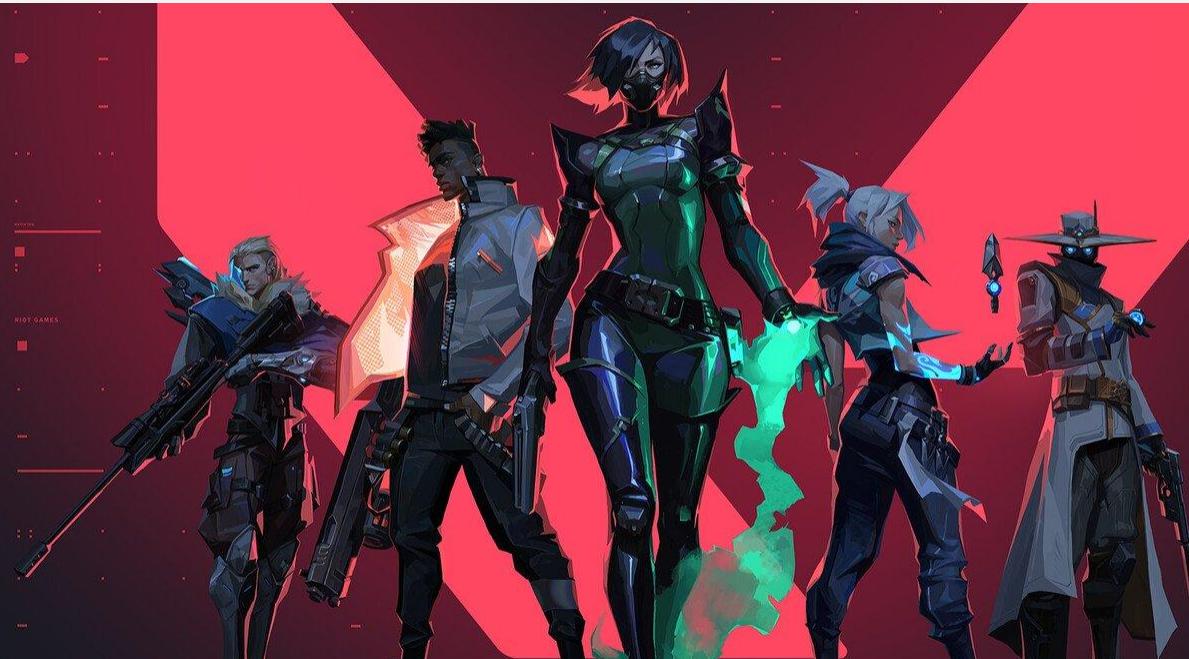
Learn about your audience.

What job are you looking for?

What skills are they asking for?

Learn about your audience.

Riot Games visual design is generally realism /anime. Valorant's cyberpunk themes is an especially close pattern match to my own aesthetic.



What job are you looking for in Riot?

While there are many different specialities, pay close attention to which one is a good fit for your skills.

Good fits allow you to speak more comfortably about your workflow and processes.

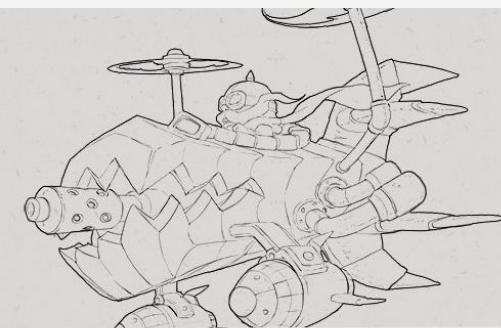
Senior Software Engineer, Core Services - VALORANT	Engineering
Senior Software Engineer, Data Ops - VALORANT	Engineering
Senior Software Engineer, Graphics - VALORANT	Engineering
Senior VFX Artist - VALORANT	Art
Software Engineer III, Content Support - VALORANT	Engineering
Software Engineer, Feature Teams - VALORANT	Engineering
Sound Design Lead - VALORANT	Audio
Staff Software Engineer, Data - VALORANT	Engineering
Supervisor, Art Outsourcing (contract) - VALORANT	Art
Supervisor, Quality Assurance - VALORANT	QA Group
Technical Artist II, Rigging - VALORANT	Art
UX Lead, VALORANT	Design
VFX Artist II - VALORANT	Art
VFX Lead - VALORANT	Art
VO Designer II - VALORANT	Audio
Visual Design Artist - VALORANT	Art
Visual Design Artist II, Premium Content - VALORANT	Art

What skills are they asking for?

Visual design artist was an especially close match to my skills and focus of combining both illustration and graphic design. Target specific words that best match you.

Visual Design Artist - VALORANT

LOS ANGELES, USA



Riot Visual Designers seek to craft the best player experiences through their knowledge of systemic design, graphic design, interactivity, layout, typography, color theory and illustration. Designers collaborate with cross disciplinary teams and act as both artistic and design problem solvers. They understand players and ask questions about the what, who and how when solving for an interface or communication challenge.

Define Phase

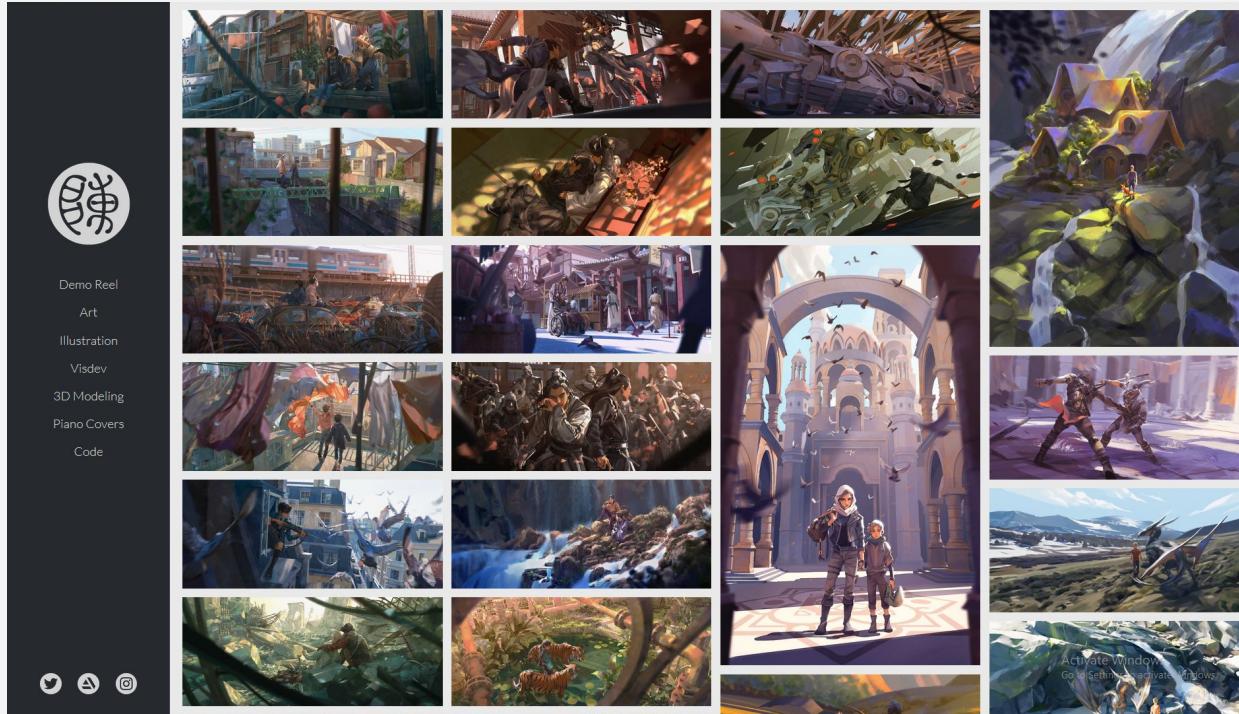
Based on “systemic design, graphic design, interactivity, typographic, layout, color theory, illustration,” start picking works that best fit these criteria.

Reviewers will spend anywhere between 1-3 min per application.

Only consider your best works, recommended 3-6 comprehensive projects.

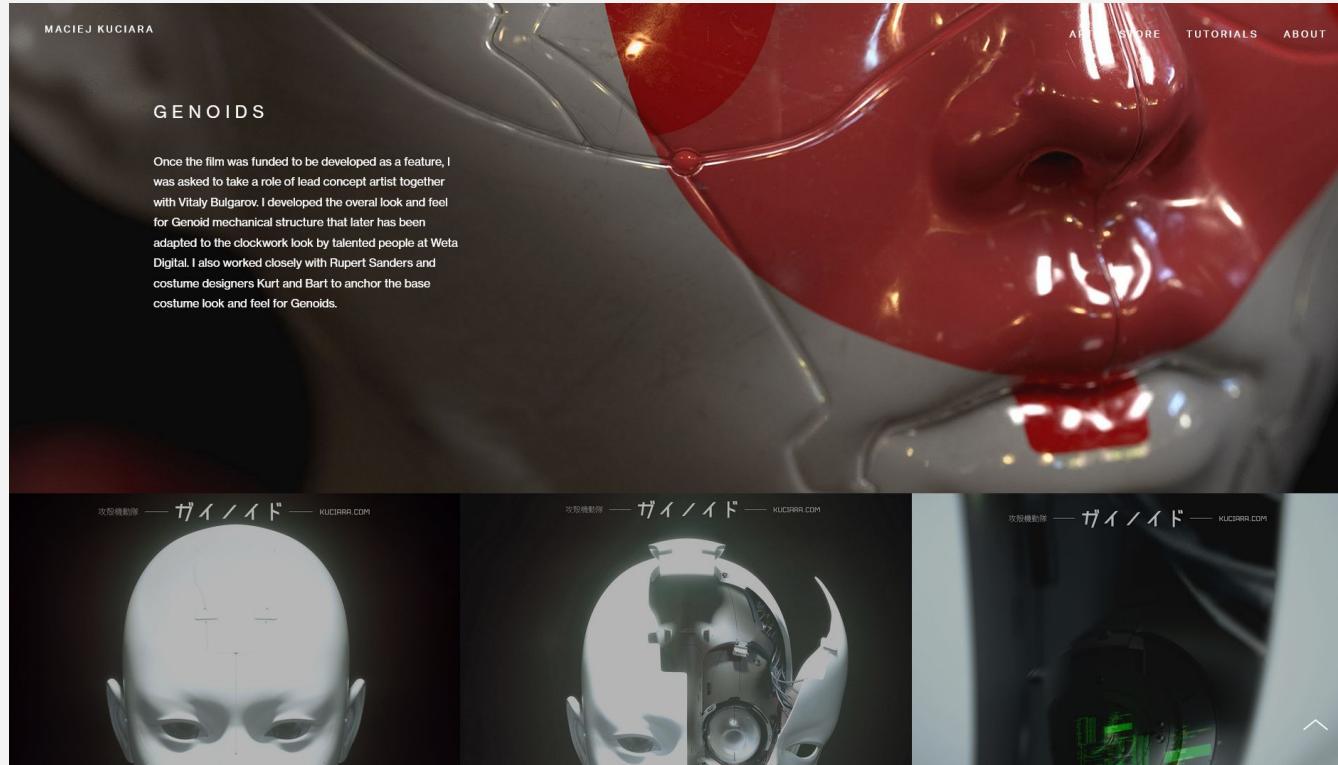
Interviewers will be making judgements on the works they see there.

It is important to note that many pros already in the industry will have very “full” portfolios with tons of works. Either they are already in the industry, or ALL their works are exceptional and a cohesive body.



Aliya Chen (Netflix VisDev)- Artist Portfolio

During job interviews, committee will often ask you to go over your portfolio and find one to talk about and go over. Having a concise amount of works allows you to tell a more impactful and targeted narrative.



Some works of mine that I wanted to share but didn't "fit" into a cohesive body of work.



Identify crucial projects that fit criteria.



Compelling graphic design presentation

Both bodies of work feature comprehensive visual style and development.

3D modelling skills in Maya / Motion graphics.



Demonstrates photobashing, more realistic rendering, photobashing





“This Fox Is One Step Ahead Of The Hounds” showcases, graphic design, illustration, motion graphics, and many other target words from the Riot Visual Designer job description.

With this in mind, I will focus on this project as my case study.

Ideation Phase

Craft your case study.

Determine personal brand / power story.

Strategic attention to vocabulary and tone.

Imagine yourself as the recruiter.

Each company has their own culture and are looking for certain aspects in their potential employees.

How do you market yourself as beneficial to the company?

Craft your case study

Introduce your work.

What was it trying to accomplish?

"This Fox Is One Step Of The Hounds" is a reimagining of the classic universe of Metal Gear. CODENAME: MAIMED VIPER Betrayed by her own country during mission Operation: [REDACTED]. FOXHOUND takes the fall to reignite the Third Pan Asian War.

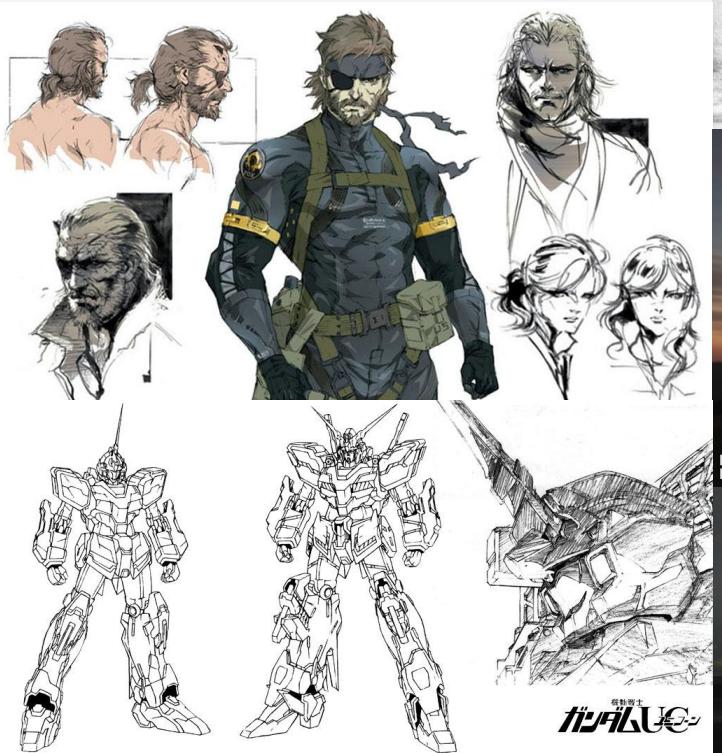
The illustrations are done in Photoshop and feature highly technical line artwork and feature two versions of rendering. One in the style of both classic Japanese animation and another in the dramatic black and whites of manga and cinema. These illustrations feature a new protagonist and her elite guard ready for combat.

Inspiration for these designs come from modern day technology, along with mecha elements to stay faithful to the vision of previous cyberpunk vision of the Metal Gear universe.

The animated motion graphics of "This Fox Is One Step Of The Hounds" bring to life striking visuals of MAIMED VIPER flanked by her elite FOO FIGHTERS. The dramatic silhouettes among the rolling fog harkens to timeless Kurosawa cinema.

Research that went into your work.

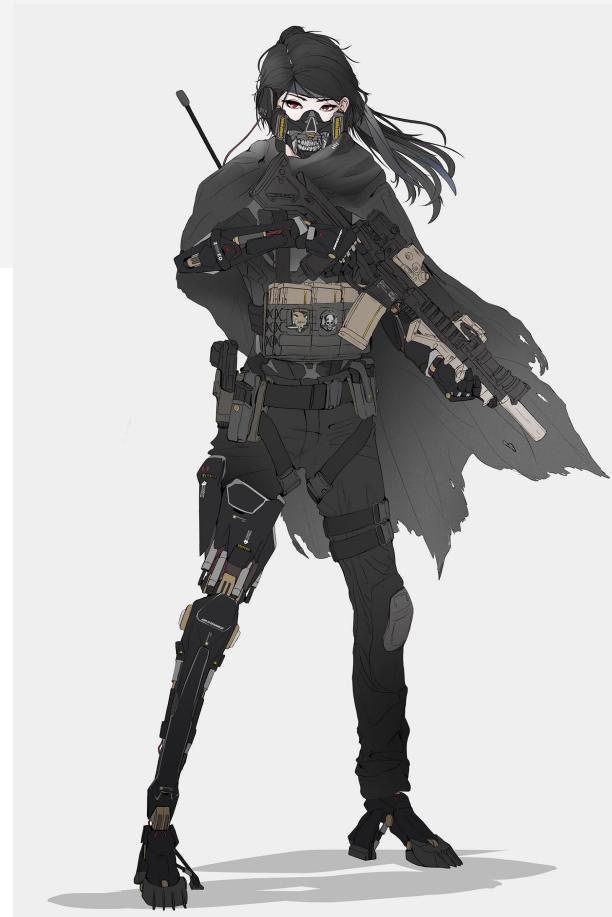
- Moodboards



Research that went into your work.

- Early concepts
- Sketches

Describe your early version and design process. Namely the differences and iterations



Start narrowing your personal “brand”

What do you bring that separates you from other candidates?

Mine could be “artwork drawing inspiration Japanese anime and manga with hyper realistic and mechanically realized character designs - presented on graphic design backgrounds.”

Start narrowing your personal “brand”

What do you bring that separates you from other candidates?

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Collect your deliverables.

Consider making different version that highlight different aspects of your work.



UNIT DESIGNATION:

フー・ファイターズ
"THE FOO FIGHTERS"



CODENAME:
MAIMED VIPER



UNIT DESIGNATION:

フー・ファイターズ
"THE FOO FIGHTERS"



FOX HOUND

SPECIAL FORCE GROUP

THIS FOX IS ONE STEP AHEAD OF THE HOUNDS

UNIT DESIGNATION:
フー・ファイターズ
"THE FOO FIGHTERS"



FOX HOUND
SPECIAL FORCE GROUP
特殊部隊

"THIS FOX IS ONE STEP AHEAD OF THE HOUNDS"

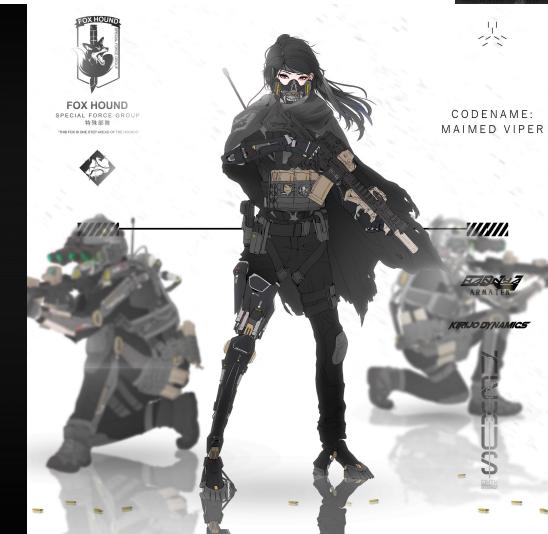


FOX HOUND

SPECIAL FORCE GROUP

THIS FOX IS ONE STEP AHEAD OF THE HOUNDS

CODENAME:
MAIMED VIPER



狐はまだ狩られない



"THIS FOX IS ONE STEP AHEAD OF THE HOUNDS"

What was your “power story”?

What did you learn from this piece and how did it advance you as a designer.

Learned After Effects.

New Black and White Style.

Implementation of cinematic elements to piece.

Pattern match vocabulary.

Find vocabulary in applications to include in the verbiage in your portfolio.

The word “visual” is used multiple times.

Terms like communication, design, composition, layout, hierarchy should be included in new description as well.

As a Visual Designer on VALORANT you will develop and execute visuals to support new content and products in and around the game, with a focus on implementing UI assets. You will collaborate with Producers, Artists, Designers and Engineers across the product. You will report into the Manager of Visual Design Art.

Responsibilities:

- Work closely with other Visual Designers and engineers to learn workflow processes within the Unreal Engine
- Work closely and cross-disciplinary with Feature teams to create and implement 2D assets
- Able to identify and solve issues impacting the quality of work
- Review your work and prioritize changes
- Possess a growth mindset, seeking mentorship from the discipline artists and community
- Craft visually balanced and intuitive interfaces that show an understanding of readability, hierarchy, and player behavior patterns

Required Qualifications:

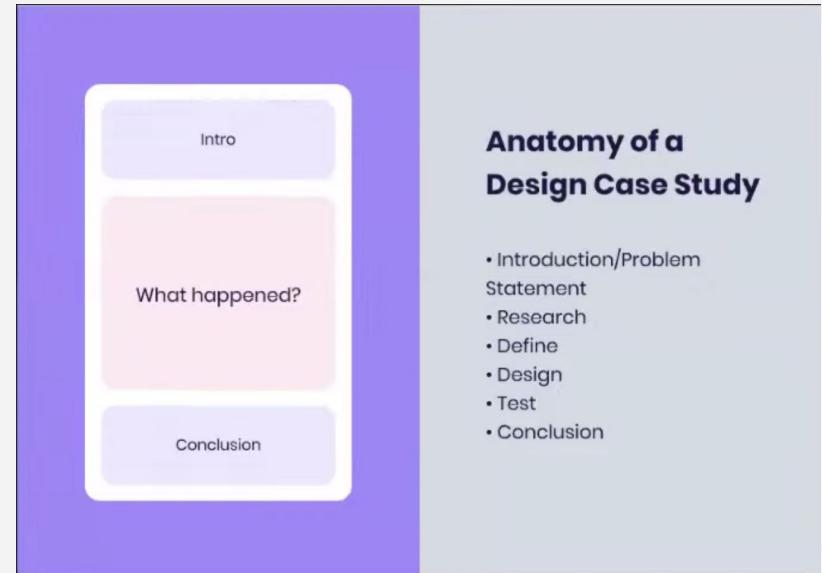
- 2+ years of professional experience as a Visual Designer or equivalent education
- Demonstrated knowledge of Photoshop, Illustrator, and After Effects
- Demonstrated design fundamentals (layout, composition, grids, typography, etc.)
- Knowledge of the game development pipeline including optimization, localization, implementation

Desired Qualifications:

- Hands-on experience contributing to a feature, game, product launch, or entertainment property through the craft of visual communication design.
- Solid knowledge of Photoshop, Illustrator and After Effects
- Familiarity with Unity, Unreal, or relevant game engine
- Familiarity with Perforce
- Experience in a secondary area such as motion graphics, illustration, animation, or modeling is a plus

3. Ideate

- Determine structure of your website
 - Present projects as detailed **case studies** =>
- Personal brand
 - Craft your story based upon core values
 - Design your visual style
 - Design your key branding elements
- Tone of voice



4. Design

- Do keep the design of your portfolio simple
- Tell a story about each project you include
- Use photography of your designs in use
- Make navigation visible

5. Test

- Ask for feedback and iterate
 - Do early!!!
 - Make improvement

Part 2: Portfolio Design (March 19)

Question!

Always learning!
Never be discouraged!!

THANK YOU!