ENDURANCE
What is something you've wanted to explore creatively, but haven't been able to yet and why?
I really want to push my self with world building that goes beyond the narrative. I'm an illustrator before I'm a storyteller, but I still want to be able to put what's in my
Are there any specific allusions, motifs, or imagery that are prevalent in your projects?
I love magical realism, urban fantasy, anything with one foot in the world we know and the other in a world with endless potential. I also gravitate towards vibrant color schemes, even if the narrative themes have a darker tone. I think that also contributes to my pursuit of dissonance. I love contrasting things and distracting concepts. Being able to both intrigue and unsettle my audience is a big goal of mine with many of my projects.
MOVING IN PROJECTS
Does your creative process differ from project to project?
Yes and no. I think since choosing characters was my introduction to illustration, I'll usually come up with a character design first and then stay focused on them. The game making itself is where I differ from project to project. Some games I'll spend more time on the mechanics, other games I'll emphasize audiences. Overall though, I usually end up with character driven games, and that takes a lot of much in the process.
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THE ORIGIN
GENESIS
SAMSUNG

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THE ORIGIN
GENESIS

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WORKING IN PROGRESS

Does your creative process differ from project to project?

Yes and no. I think since drawing characters was my introduction to illustration, I'll usually come up with a character design first and then one becomes a few and from that naturally comes some sort of narrative as I begin to think about how each character would relate to one another. Because I'll have such a heavy investment in the characters, I'll want to focus on their development in the game I construct for them. The game making itself is where I differ from project to project. Some games I'll spend more time on the mechanics, other games I'll emphasize ambiance. Overall though, I usually end up with character driven games, and that takes a lot of stock in the process.

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THE ORIGIN
SOURCES
Credits
Edited by Victoria Lam
Cover featuring Microsoft 95 Paint Tool
Illustrations by Natasha Tolia