

TIFFANY DENG

Concept Art & Illustration

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EXPERIENCE

Player First Games/WB Games — *Environment Concept Artist*

January 2024 - April 2025

- Owned the PvP map concept/visual development process from ideation to finish on Multiversus with close collaboration with the 3D environment team.
- Provided the 3D team with texture and material reference.
- Contributed to PvE background paintings and assets in collaboration with the design team from color compositions to finish.
- Helped concept VFX, props for the battle pass, and for cinematic needs with art direction from Hicham Habchi.
- Responsible for outsource management of external teams. Provided paintovers, written feedback, timelines, and general art direction. Documented workflow and deliverables.

Elodie Games — *Associate Illustrator*

June 2022 - June 2023

- Created key visuals and exploration illustrations for Seekers of Skyveil used as blue sky ideation and promotional artwork on social media.
- Concepted props, environments, and creatures with art direction from Sean-Paul Manning.

Titmouse — *Background Painter*

April 2022 - June 2022

- Worked as a background painter for season 2 of The Legend of Vox Machina with art direction from Arthur Loftis.
- Followed a style guide closely to adhere to the show.
- Reworked and iterated on backgrounds from outsource teams.

EDUCATION

ArtCenter College of Design — *Illustration*

September 2018 - April 2022

- Graduated with a BFA in Illustration Entertainment Arts

SKILLS

Photoshop

Illustrator

InDesign

LANGUAGES

English

Chinese