

TIFFANY DENG

Concept Art & Illustration

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EXPERIENCE

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

January 2024 - April 2025

- Led end-to-end environment visual development for maps on *MultiVersus*, from early ideation and color exploration to final paint.
- Adapted painting style across multiple established IPs, maintaining visual consistency while matching brand and stylistic requirements.
- Collaborated closely with Art Directors, 3D Environment Artists, Design, and Production teams to meet visual goals and production schedules.
- Produced texture, material, and paint reference guides to support downstream 3D and lighting workflows.
- Assisted with VFX color exploration, props, and cinematic needs.
- Managed outsourced background and prop work by providing style guides, paintovers, written feedback, timelines, and visual direction, ensuring consistency with internal standards.

Elodie Games — *Associate Illustrator*

June 2022 - June 2023

- Created environment and character exploration illustrations focused on worldbuilding design, atmosphere, and visual storytelling for *Seekers of Skyveil*, used as blue sky ideation and promotional artwork.
- Concepted props, environments, and creatures in collaboration with art direction, iterating based on feedback.

Titmouse — *Background Painter*

April 2022 - June 2022

- Painted interior and exterior backgrounds for season 2 of *The Legend of Vox Machina*, working closely with Art Directors and producers.
- Applied color, texture, lighting, and detail in alignment with the show's established style guide.

EDUCATION

ArtCenter College of Design — *Illustration*

September 2018 - April 2022

- Graduated with a BFA in Illustration Entertainment Arts

SKILLS

Photoshop

Illustrator

InDesign

Blender

LANGUAGES

English

Chinese