

Lange Eo

2D Artist & Designer

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Self-driven, resourceful, and detail-oriented 2D artist and designer **located in Los Angeles** with interactive game art and design experience; has a strong skill set in environment and prop concept art with a background in game design and 3D modeling. Has experience working in an indie game studio, being a valuable contributor for teams, and working with a variety of personalities and backgrounds. Loves working collaboratively within a cross-functional team environment and playing stylized RPG video games

SKILLS

Adobe Creative Suite, Photoshop, Illustrator, Digital Painting, Concept Art, Illustration, World Building, Environment Design, Prop Design, Game Development, Art Documentation, Blender, Maya, Unity, Unreal Engine, Microsoft 365, Word, Excel, Outlook, Teams, SharePoint, Google Suite, Trello, Shotgrid, Github, Discord, Slack, Zoom

EXPERIENCE

Analyst | Shuster Financial Group, LLC | Pasadena, CA | SEP 2023 - PRESENT

Portfolio Projects | Independent Work | JAN 2022 - PRESENT

Elven Saga Mobile Game Art Project | Personal Project | Remote | MAY 2023 - JUNE 2023

- Conducted research for game target audience and set the style and quality bar for a concept action-strategy RPG mobile game set in an elven world versus otherworldly monsters
- Designed and painted production art of elven-themed buildings and props, optimized for display on a mobile screen, and utilized as reference for 3D artists to develop in-game models
- Created art assets for presentation layout and mobile mockup such as icons, portraits, and other potential in-game assets for UI

Art Producer & Artist | Senior Design Project | Philadelphia, PA | AUG 2019 - JUNE 2020

- Collaborated and communicated with a team of six (6) other members in-person and online through Discord and Zoom, working on a year-long student game project developed in Unreal Engine
- Sketched and iterated on key art assets in character design, game arena design, prop design, and graphics using Photoshop and Maya while making sure that designs reflected the game's design and themes
- Tracked task progression, managed asset pipeline, documented time logs, and adhered to weekly deadlines using asset management system, Shotgrid

Developer | QuadraTron Games | Collingswood, NJ | SEP 2018 - MAR 2019

- Revitalized level design for *Threshold*, a 2D puzzle-platformer game made in Unity, by creating new and improved levels to create a more intuitive, cohesive, and player-friendly gameplay experience
- Designed additional 2D art assets and produced animations for a hand-painted aesthetic and to enhance visual experience
- Developed promotional marketing materials for MAGFest 2019 to entice up to 22,200+ players, retaining an interested player base for a future release on itch.io

EDUCATION

Bachelor's of Science (BS) - Game Design and Production

Drexel University | Philadelphia, PA | SEP 2016 - JUNE 2020