TAMMY CHANG
UI DESIGNER AND GAME ARTIST

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doodliday

tamster

EXPERTISE

GAME ART

UI DESIGN

ILLUSTRATION

SKILLS

Photoshop
Sketch
Figma
Illustrator
Unity

LANGUAGE

English (Native)
Mandarin (Conversational)

SUMMARY

3 years of game development experience. Passionate about creating work that enrich experiences through gamification and user-friendly design.

EXPERIENCE

Press Forward Games LLC
UI Design (Freelance) | JAN 2020 - APRIL 2020

- Establish UI style for a strategy mobile game
- Create production ready art and icons for Unity

Shiny Shoe
2D Artist (Freelance) | JULY 2019 - DEC 2019

- Concept design for creatures and spells for PC deck-building game, Monster Train

Sega Networks
UI Artist/Marketing Artist | JULY 2016 - DEC 2019

- Concept art to final art for a PVP mobile game.
- Implement UI design and animations in Unity
- Marketing ads, banners, and icons for concepts for Sega Hero's rebrand

EDUCATION

Certified UI Design Course
Career Foundry | 2019 - CURRENT

- 6 months (400+ hours) of intensive training program with industry-leading mentors.
- Visual design principles and UX best practices: Wireframing, prototyping, and responsive design.

Masters in Visual Development
Academy of Art | 2013 - 2016

- Web and Mobile Games
- AAU Spring Show finalist for 2015 and 2016.
- Received 1st Place MFA in Creature Design

Bachelors of Arts
University of California Irvine | 2009 - 2013