

Corwin Herse Woo

CorwinHW@gmail.com

Education

San Jose State University
Bachelor of Fine Arts: Animation/Illustration – emphasis in visual development

Objective

To work as a designer in the animation, game, and film industries creating art that is imaginative, tells a story, and above all else entertains.

Experience

Visceral Games - Dec. 2016 to Nov. 2017

Sr. Concept Artist

- Create character designs that enhance the narrative and bring the player into the world of the game.
- Design and paint eye catching illustrations representative of Mafia 3 for various magazine covers.
- Develop concepts for levels that add depth and immersion to gameplay.
- Design using knowlege of game engine mechanics to create a quality player experience that entertains.

Hangar 13 - June 2013 to Nov. 2016

Concept Artist

- Create character designs that enhance the narrative and bring the player into the world of the game.
- Design and paint eye catching illustrations representative of Mafia 3 for various magazine covers.
- Develop concepts for levels that add depth and immersion to gameplay.
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LucasArts - Sept. 2012 through May 2013

Concept Artist

- Develop concepts for levels that add depth and immersion to gameplay.
- Design using knowlege of game engine mechanics to create a quality player experience that entertains.

Titmouse Inc. - March 2012 through Aug. 2012

Background Painter on "The Venture Bros"

- Design color and lighting scenarios that are cinematic and entertaining.
- Emphasize tone and story behind each scene.
- Use digital painting skills to render each background to a high standard appropriate for T.V.

Skills & Abilities

Concept artist with several years of video game pipeline experience. Excellent cooperation and communication skills; is a fast learner and flexible worker.

Skilled in Photoshop, Illustrator, Maya & Indesign.
Also proficient with After Effects, Premiere, SoundBooth, & Zbrush.