

EMERSON TUNG

Concept Artist/Illustrator

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WORK HISTORY AND EXPERIENCE

- Concept Artist at id Software**, Richardson, TX Jul 2014 - Present
-Created concept art for DOOM, and it's 3 DLC Packs:
 Unto the Evil, Hell Followed and Bloodfall
-Provided 3d artists with feedback and paintovers to bring assets to completion
- Freelance Concept Artist at Hasbro**, Pawtucket, RI Jul 2013 – Aug 2013
-Created concept art for Angry Birds Go! Transformers
- Game Artist at TinyCo**, San Francisco, CA Jun 2013 - Jun 2014
-Created concept art and game assets for Spellstorm & other unannounced IPs
- Game Artist at Booyah Inc**, San Francisco, CA Feb 2011 - Mar 2013
-Created concept art and game assets for MyTown2, MyTown: Animals, Early Bird, Early Bird 2
- Concept Art Intern at Fearless Studios**, San Francisco, CA Nov 2010 - Jan2011
-Developed character concepts and pitch art for unannounced IPs
- Visual Development Artist for Prelude 2D Animation Short Film** Feb - May 2010
-Worked mainly on color script and figuring out the mood of the animation.
Also worked on miscellaneous visual development.

PROFESSIONAL SKILLS

- Concept Design/Visual Development
- Illustration
- Graphic Design
- Adobe Photoshop
- Adobe Illustrator
- Traditional media: markers, ink, graphite, oils
- Bilingual (English and Bahasa Melayu)
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CREDITS AND AWARDS

- Featured in The Art of DOOM (2016)
- Featured in Robot Envy: Zenith (2016)
- Featured in Sketching from the Imagination: Sci-fi (2014)
- Featured in EXPOSÉ 10 Annual (2012)
- Featured in Spectrum 18 (2011)
- 3X3 Annual Children Show 2010 finalist
- Finalist in the Society of Illustrators 2011 Student Scholarship Competition
- Barbara Bradley Award 2010
- AAU Annual Spring Show 2011 Finalist
- AAU Annual Spring Show 2010 finalist
- AAU Annual Spring Show 2009 finalist
- AAU Annual Spring Show 2007 finalist
- Stedfast Scholar Award 2004

EDUCATION

Academy of Art University San Francisco, BFA , Illustration

2010