

NANCY TSAI

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2D game artist

Illustrator, with over a decade experience, seeking new challenges and developing skills in the creative department of the social gaming industry.

experience

Senior Artist

Gaia Interactive, Inc (2007-present) www.gaiaonline.com

San Jose, CA

- Illustrated character art, comic, and visual novel game.
- Designed and improved on Go Gaia Mobile App UI including layout, background, and icons.
- Produce quick turnaround illustrations and graphics needed on a daily basis.
- Illustrated all the backgrounds and maps for onsite game "Lake Kindred".
- Conceptualized and finalized 2D art assets for Gaia's flash virtual world.
- Created virtual goods items in the form of pixel sprites and illustrations.
- Designed physical merchandises such as slippers, hats, and stationary.

Illustrator and Art Manager (Volunteer)

FanimeCon (2005-present) www.fanime.com

San Jose, CA

- Managed a group of volunteered artists to create artworks and promotional materials for annual convention via Trello.
- Maintained schedules to meet deadlines requested by various departments.
- Provide art directions and critiques to meet the theme of the year.
- Found new artists that meet convention's high art standard.
- Produced various illustrations for program guide cover, banners, website, stationary, and various advertising medium.

education

San Jose State University, CA (2006 - 2011)

BFA Illustration | Dean's Scholar, 3.85 GPA

San Jose City/Evergreen Valley College, CA (2004 - 2006)

Associate in Art Degree

skills

- Adobe Photoshop CS6, Clip Studio Paint, Paint Tool SAI, Adobe Premiere, Adobe Indesign, Maya 2010 and ZBrush, HTML/CSS.
- Traditional Animation, Storyboarding, Visual Development.