

# CHRISTINA QI

## CONCEPT ARTIST | ILLUSTRATOR

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### EDUCATION

**Rhode Island School of Design**

B.F.A Illustration 2019 | Honors | GPA: 3.9

Minor in Literary Arts

### SKILLS

Creature, character, prop, environment design

Digital painting and illustration

Game design

Matte painting

3D modelling

UI design

Photoshop | Illustrator | InDesign

Zbrush | Maya | Blender

Mac + PC

### LANGUAGES

English | Mandarin | Cantonese

### GAMES

2020 projects - **Hasbro Gaming**

2019 unannounced game - **Hasbro/Disney**

2019 unannounced game - **Hasbro/Star Wars**

2019 Lost Kitties collectibles - **Hasbro**

Unannounced game - **Flying Nightbear Games**

Unannounced game - **Wild Power Games**

Unannounced game - **Syzygy.ltd**

### LEADERSHIP

**BROWN-RISD GAME DEVELOPERS**

ART LEAD | 2015 - 19

- Art direction for various independent projects on mobile, PC, HoloLens platforms.
- Created pitches, characters, props, environments, UI design for game projects.
- Organized meetings and presentations, conducted panel moderation.
- Art Lead for upwards of 100 students from Brown University, RISD, and the Berklee College of Music.
- Team projects with programmers, game designers, sound designers, and other artists.
- Advocacy for diversity and responsible design.

### EXPERIENCE

**FLYING NIGHTBEAR GAMES, USA**

ILLUSTRATOR | 2019

- Created concept art and illustrations for fantasy tabletop role playing game title following the styles and lore of the established franchise.

**ADOBE/WIZARDS OF THE COAST, USA**

HONORARY PLACE 'TERROR OF THE UNDERMOUNTAIN' | 2018

- Awarded one of ten honorary places for the 'Dungeons and Dragons' official monster design contest hosted by Adobe and WotC.
- Created concept art and final illustration of a unique character and story that fits into the established franchise on a quick turnaround.

**WILD POWER GAMES, USA**

GAME ART INTERN | 2018 - 19

- Created concepts and final illustrations for upcoming dark fantasy, Lovecraftian board game project.
- Worked closely with the art director in fast, iterative production cycles.

**HASBRO GAMING, USA**

GAME DESIGN INTERN | 2018

- Product design for: Disney, Marvel, Star Wars, Monopoly, World of Lost Kitties, Preschool, Kids, Adult.
- Rapid prototyping, technical drawings, promotional art sketches, play pattern design, game design.
- Worked closely with marketing, engineering, and other product designers.

**SYZYGY.LTD, Hong Kong**

2D GAME ARTIST | 2016 - 17

- Concept art and illustrations for a new mobile game.
- Created an entire section of visual design for in-game world. Includes characters, costuming, environments.
- Adhered to a style guide, working with game designers, programmers, technical artists, and composers on a very tight production schedule.

**RYAN LESSER : RISD STUDIO, USA**

ZBRUSH TEACHING ASSISTANT | 2018

- Assisted in teaching character and environment concept design.
- Gave demonstrations, supported students, and provided critique.

**LARS GRANT-WEST : RISD STUDIO, USA**

CREATURE DESIGN MENTORSHIP | 2018

- Created creature designs and illustrations suitable for game and film.
- Research and conceptualization of imagined anatomy.

**MIT HACKING ARTS, USA**

2nd PLACE BEST OVERALL, ANIMATOR/GAME DESIGNER | 2017

- Commended specifically for animations and visual design of kids healthcare app/game.
- Led a small team of programmers and designers, especially leading the game design and animation of the project.