

Natalia Ong

Concept Artist

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SKILLS

- Adobe Photoshop
- Autodesk Maya
- Adobe InDesign
- Adobe Illustrator
- Adobe Premier
- Fluent in Spanish

EDUCATION

Class of 2015
GPA: 3.82/4.00

- San José State University
- BFA in Animation/
Illustration, focus on Visual
Development
- San José State Dean's Scholar

RELEVANT COURSES

- Visual Development
- 2D Animation
- Life Drawing
- Advanced Illustration
- Light and Optics
- 3D Modeling

ADDITIONAL INFO

- Member of the
ShrunkenHeadman Club
- Choy Li Fut Third Degree
Black Belt
- Kung-Fu Instructor
- Lion Dancer

EXPERIENCES

November 2016-Present

Gazillion Entertainment, Icon Artist

- Contributed to the visual update of in-game icons for Gazillion's "Marvel Heroes 2016"
- Established a consistent visual language across the game's heroes while maintaining familiarity and clarity to minimize gameplay interference for players

January 2016-Present

Freelance Concept Artist

Wandake Inc.

- Worked on an unannounced project painting detailed material guides to maintain cohesiveness in color and material treatment throughout the game

Unannounced Coloring Book App

- Worked in Adobe Illustrator to create coloring book images with varying complexities
- Painted several concepts for medieval buildings in isometric view, and various terrain tiles to explore artistic direction and establish the main playing screen

June 2015-December 2015

Disney Interactive, Concept Art Intern

- Immersed players into the Star Wars Universe through illustrations of planets, characters, environments and buildings in Disney Interactive's top grossing iOS/Android RTS mobile game, "Star Wars: Commander"
- Trusted with NDA restricted reference of "Star Wars: Episode VII-The Force Awakens" to create on-brand concept art that informed teams without access to reference materials for the game's movie tie-in
- Collaborated with the UI team to concept a player icon leveling system to promote a clear leveling progression through the use of shape, size and color
- Worked with the Marketing team to update our game's main App icon to alert players of new content that allowed them to travel to new planets, and of new gameplay tied to "The Force Awakens"
- Generated informative building concepts using Photoshop and Maya that fit into the game's technical restraints and were passed on to in-house and outsourced modeling teams

June 2014-August 2014

House of Chai, Concept Artist

- Created dynamic interior and exterior background matte paintings for the short film "Behind my Behind"
- Established character color guides to unify color throughout the film

September 2013-August 2015

SJSU College of Business, Student Graphic Designer

- Designed alluring advertising for the SJSU College of Business events, informative brochures, and social media announcements by updating their graphic style
- Organized pictures and related files online to easily showcase them to various clients for website update requests

PROJECTS

"LolByte"- Google Chrome Extension

- Chrome and Firefox extension that has over 3,000 users
- Worked with a developer to create a user interface along with new features requested by user feedback