Natalia Ong

Concept Artist

W nataliaong.weebly.com
E nataliaong12@gmail.com
P
Li linkedin.com/in/nataliaong

SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Agile/Jira Experience
- Fluent in Spanish

SHIPPED TITLES

- **"Star Wars: Commander"**-Disney Interactive
- **"Diner DASH Adventures"**-Glu Mobile
- **"Restaurant DASH with Gordon Ramsay"**-Glu Mobile
- **"Cooking DASH"**-Glu Mobile

Projects

"LolByte"- iOS App and Google Chrome Extension

- Conceptualized and prototyped interface funcionality and stylization of the Chrome Extension "LolByte", an app that showcases game history and stats for the game "League of Legends"

- Redesigned "LolByte" into a mobile App on iOS, designing and finalizing UI components in a vertical orientation that optimized touch interface

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

EXPERIENCE

March 2019 -Present

Glu Mobile, Senior Artist

- Oversaw all aspects of concept pipeline for the map in "Diner DASH Adventures", taking layout, customizable assets, props, creatures, and seasonal content from concept to final deliverables
- Collaborated with game designers, the UX team, and engineers to create appealing content that increased player retention while fitting within technical constraints
- Directly mentored and collaborated with an outsourced creative team, providing clear direction, feedback, style guides, and paintovers, and improved their output to increase our game's content cadence
- Managed and streamlined map asset pipeline from creation to final deliverables: compiled and polished outsourced content, prepared assets for animation, and set up assets in Unity

March 2017-March 2019

Glu Mobile, Game Artist

- Helped establish "Diner DASH Adventures" overall visual style and map direction in pre-production, creating prototype assets and exploring color, mood, perspective, and layout
- Created early mockups and concepts for "Diner DASH Adventures" gameplay that led it to be greenlit in early production
- Collaborated with the animation team to create buildings, characters, props, and effects for animation in both Adobe Animate and Spine
- Created vector art assets for "Restaurant DASH with Gordon Ramsay", collaborating with designers to problem solve gameplay mechanics and create appealing purchasable food and appliance upgrades

November 2016-April 2017

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

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
- Generated informative building concepts using Photoshop and Maya that were passed on to in-house and outsourced modeling teams
- 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"