

MARY QUACH | www.corgiemonster.com | 818.521.3911 | maryquach.web@gmail.com

OBJECTIVE

Create inspirational conceptual images and visual development with a focus on environments, props, and characters.

PROFESSIONAL EXPERIENCE

Jade Swell Entertainment Santa Monica, CA 2010

Freelance artist creating storyboards and concept art for broadcast media

Trilogy Games Van Nuys, CA April 09-Feb 10

Directly assisted the Art Director in the critique and design documents for overseas outsourcing use as well as providing concept and final artwork for use in the release version of the title.

Meteor Los Angeles, CA July 08 – Dec 08

Concept artwork involving environments, props and turnarounds for a massive multiplayer online game

THQ: Sandblast Games Kirkland, WA Sep 06 – Mar 08

Environmental Concept Artist: designed and illustrated concepts for environments in Destroy All Humans: Path of the Furon, and assisted in developing artwork for UI and helping to brand the new company logo

Environmental concepts and layouts, Xbox live downloadable artwork

Demonstrated ability to draw and conceptualize in various styles

Designed UI art/layouts for game in development, worked with the UI artist and designed and created menus and HUD art (ie maps, HUD, menus)

THQ: Volition Nov 07-Feb 08

Unannounced game title: Illustrated concepts for environments and props for an unannounced next gen game title

EDUCATION

Art Center College of Design, Pasadena California - Sep 02 – Aug 06 Product/Entertainment Design

Pasadena City College, Pasadena California - Sep 2000- Sep 02 General Education

APPLICATIONAL KNOWLEDGE

Adobe Photoshop and Illustrator, Sketchup, Dreamweaver, Perforce, Working knowledge of Maya and Max

Traditional medium as well as digital medium, strong perspective foundation, drafting knowledge for turnarounds, graphic design

EXTRACURRICULAR ACTIVITIES

Avid video game player, landscape painting, crochet toys

REFERENCES

Available upon request as well as additional art samples