

Albert K Truong Concept Artist, Illustrator

13603 Marina Point Dr #B431, Marina Del Rey, CA • <http://alberttruong.viewbook.com> • art@alberttruong.com • (408) 314-9222

Objective To design and create in a studio that will utilize my professional training

Experience *Freelance* June 2014 - Current

- Create concept art for freelance projects

Electronic Arts (EA.com) Aug 2010 – June 2014

Lead Concept Artist

- Lead concept team for Sims 4
- Create concept art for Sims 4
- Create concept art for Playfish/Maxis “the Sims Social”
- Create concept processes and styleguides
- Reviewed concept art from internal and outsourcing teams
- Mentored Junior and Associate artists

Gazillion Entertainment (www.gazillion.com) Jan 2009 – July 2010

Concept Artist

- Create concept art for undisclosed MMORPG

Social Gaming Network (www.sgn.com) May 2008 – Jan 2009

Concept Artist

- Create concept art for SGN facebook & mobile game titles

Fluid (www.thefluidimage.com) August 2003 – March 2008

Art Director / Lead Concept Artist

- Oversee visual development/production art for studio wide projects and titles, including AdultSwim’s “Lucy the Daughter of the Devil” and WNET/Unnatural Production’s “Unnatural History”
- Create concept art & character designs for all studio projects and titles
- Create matte paintings for network commercials and studio titles, clients including Target, Bridgestone, and Cisco
- Create texture maps for studio projects and titles
- Create studio standard workflow for concept/environment artists
- Created backgrounds and visual design for company website
- Create UI design and assets for studio titles

Empire Printing & Publishing (www.vietnamerican.com) June 2001 – August 2002

Graphic Designer

- Layout/Design magazine ads, brochures, flyers, and business cards.
- Logo Design

Education **Academy of Art University, San Francisco CA**

- Attended 5 years, Illustration

Southern College of Optometry, Memphis TN

- 1 academic year

San Jose State University, San Jose CA

- BS May 2000 in Systems Physiology, Minor in Chemistry – Cumulative GPA 3.34

Computer Skills

- Photoshop
- InDesign
- Illustrator
- Familiarity with Aftereffects / Final Cut
- Familiarity with Maya
- MS Excel, Word, PowerPoint, Keynote

References Available Upon Request