

# **Albert K Truong** *Concept Artist, Illustrator*

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

**Experience** **Rumble Entertainment ([www.rumblegames.com](http://www.rumblegames.com))** October 2014 – Current

**Art Director**

- Organize, Managed, Maintain and lead different art departments (UI, 3D, Concept, VFX, Animation) towards project visual aesthetics
- Create production art for multiple titles including Kings Road, Alliance: Heroes of the Storm, Nightmare Guardians, and several undisclosed titles (UI Art, Concept Art, Storyboards, 3D Textures, Marketing Art, Etc.)

**Freelance** June 2014 – October 2014

- 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”
- Reviewed concept art from internal and outsourcing teams

**Gazillion Entertainment ([www.gazillion.com](http://www.gazillion.com))** Jan 2009 – July 2010

**Concept Artist**

- Create concept art for undisclosed MMORPG

**Social Gaming Network ([www.sgn.com](http://www.sgn.com))** May 2008 – Jan 2009

**Concept Artist**

- Create concept art for SGN facebook & mobile game titles

**Fluid ([www.thefluidimage.com](http://www.thefluidimage.com))** August 2003 – March 2008

**Art Director**

- 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, matte paintings and textures for studio wide projects, including network commercials and studio titles, clients such as Target, Bridgestone, and Cisco

**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
- Illustrator
- Marmoset
- Unity
- Familiarity with Aftereffects / Final Cut
- Familiarity with Maya
- Jira, Confluence
- Google Sheets, Slides, Word

**References** Available Upon Request