

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)** October 2014 – Current
Sr. Concept Artist
- Create concept art for multiple titles including Kings Road, Alliance: Heroes of the Storm, Nightmare Guardians, and several undisclosed titles
 - Reviewed concept art from internal and outsourcing teams
- 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”
 - 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

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