



CONTACT

bvdconcept@gmail.com

bvdconcept.com

408-833-3498

ABOUT ME

I am a concept artist looking to work in a fast paced, high energy environment. As someone who's worked in the gaming industry and has loved games his entire life, I'm driven to provide strong storytelling and exciting designs that help push the boundaries of the game industry for a new generation.

SOFTWARE

Photoshop CC



Perforce



Sketchup



Zbrush



OSX



Windows 10



California, USA

BRANDON VUONG

EXPERIENCE

Nov 2017 - Present

CONCEPT ARTIST

Sixfoot Games

Dreadnought (PS4, PC Shipped), Unannounced Title

Concepting production-ready designs for Dreadnought as well as high level, blue sky designs

Jan 2018 - May 2018

FREELANCE CONCEPT ARTIST

KCC BVBA

Unannounced Theme Parks

Concept art on overall theme park design as well as individual attractions and break-aways

June 2017 - Nov 2017

CONCEPT ARTIST

Foxcub Games

SEGA Slots (Shipped)

Provided concept art and helped set stylization for a SEGA title mobile game

June 2017 - Sept 2017

FREELANCE CONCEPT ARTIST

Independent Developer

Unannounced Title

Concept art on an isometric city-builder game

2014 - Present

FREELANCE CONCEPT ARTIST & ILLUSTRATOR

Individual Clients

Various Projects

Provided clients with personalized designs and illustrations

EDUCATION

2016 - 2017

FZD School of Design

Diploma in Industrial Design

2011 - 2015

University of California, Irvine

Bachelor of Arts in Business Economics

SKILLS

Experience working in a production pipeline, with deep understanding in how to create 3D ready concepts and communicate effectively with a 3D team.

Strong understanding of perspective and composition, and intimate knowledge of forms, lighting, and color.

Over a decade of experience drawing and painting in digital media