

CINDY HOANG

Concept Artist | Visual Development Artist | Illustrator

San Jose, California
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EXPERIENCE

Riot Games, Los Angeles, CA — *Illustrator*

June 2026 - August 2026

- ◆ Created Illustrations with movable layers/components, prepared for rigged animation in MOHO and After Effects adjustments.
- ◆ Contributed to style development and animation direction.

Disruptive Games, Oakland, CA — *Concept Artist*

November 2022 - January 2026

- ◆ Designed characters, environments, weapons, vehicles, and props.
- ◆ Created character turnarounds and reference sheets with detail callouts.
- ◆ Developed UI layouts and in-game assets.
- ◆ Themed pitch decks, website layouts, and marketing materials.

Beyond Worlds, Germany — *Freelance Illustrator*

July 2026 - August 2026

- ◆ Designed and illustrated cards for the fantasy world of Silberheim.

“Biting Dust” Short Film, San Jose, CA — *Art Director*

June 2022 - May 2023

- ◆ Provided project management, visual direction, style guide, character and environment design.

House of Chai, San Jose, CA — *Visual Development Lead*

Summer 2021

- ◆ Researched and created color script, painting assets, and style guide.

CREDITS / PROJECTS

Blizzard Entertainment Mentorship Program — *Mentee*

“A Fleeting Moment” Short Film — *Background Lead*

“2°C” Short Film — *Background Artist*

EDUCATION

San Jose State University, CA

BFA in Animation/Illustration

May 2023

Mission College, CA

AA-T Studio Art

May 2018

SKILLS / PROFICIENCIES

Digital: Procreate, Adobe Photoshop, Figma, Adobe Illustrator, Miro, Toon Boom Harmony, Google Suite, ShortGrid, ClickUp

Traditional: Gouache, Acrylic, Watercolor, Oil paints

LANGUAGES

English
Vietnamese