



amy su / artist & illustrator

education

DREXEL UNIVERSITY / 2014-2018

BS in Game Art & Production
Minors in Fine Arts and Japanese
Summa Cum Laude / GPA 3.97

awards & honors

National Merit Finalist / 2014
Scholarship / 2014-2018
Scholastic Art & Writing / 2014
Gold Key Portfolio
American Visions Nominee
Delaware Art Education Association
Scholarship / 2014

experience

ROOT121 GAMES / 2D ARTIST / 2017-2018

Drafted character, environment, gameplay, and UI/UX concepts for
the local multiplayer game **Groundless**
Created UI assets, logos, ground/background textures, and promo art

LEXICA R&D / ARTIST + EDITOR / 2017

Designed monsters and color schemes for the educational game
Words & Monsters while adhering to a set style
Produced character accessories with Illustrator and Photoshop
Improved word definitions and examples intended for English-learners

ROBOT COMMUNICATIONS INC. / ASST. DESIGNER / 2016

Created pixel and voxel assets for the mobile game **Connect & Break**
Painted otome game-styled illustrations and UI for Japanese TV drama
Watashi ni Unmei no Koi Nante Arienaitte Omotteta (Watakoji)

LUNAR RABBIT GAMES / LEAD ARTIST / 2014-2015

Created 2D assets and influenced gameplay and aesthetic decisions
for the mobile game **Starbright**
Designed official logos and app icons for the game and company

projects

FANZINE CONTRIBUTIONS

of the night: A Final Fantasy XV Zine / 2018
Together with the Moon: A Fragile Dreams Zine / 2018
Explorers Guild: A Pokémon Mystery Dungeon Zine / 2018
Memento Mori: A Zero Escape Zine / 2017

skills

Traditional and digital drawing/painting
Expert in Photoshop for illustration and editing
Familiar with: Illustrator, After Effects, Premiere, Flash
Unity and version control software
HTML/CSS and basic coding/scripting
Maya and the 3D workflow
Animation and music production
Fluent Chinese and intermediate Japanese