

SOPHIA LIU

Visual Development, Character, Props, Background, Concept Artist

24sophialiu@gmail.com | www.sophialiuart.com | Los Angeles, CA

EXPERIENCE

Uncommon Games / Character Concept Artist

April 2024, San Francisco

- Designed animal NPCs for a 3D game.

Tiny Pixel Creative / Freelance Background Painter

December 2023, United Kingdom

- Colored 6 backgrounds for a short animation project.

Sprite Animation Studios / 2D Designer

May - December 2022, Los Angeles, CA

- Designed and illustrated props, sets, architectures, and background characters for Mattel's "Hot Wheels Let's Race" CG animated TV series.
- Rendered and refined Director's designs.

Fluffnest / Freelance Character Artist

September 2022, June - August 2021, Los Angeles, CA

- Designed 65 sets of character looks and costumes based on different themes for the game PuffPals: Island Skies.

The Third Cartel / Freelance Character Designer

January - February 2022, Southeast Michigan

- Designed a 2D anthropomorphic animal for an unannounced mobile game.

BONGO Pictures / Freelance Concept Artist

November - December 2021, Los Angeles, CA

- Visualized stage concepts including details on stage setup, decoration, and participant interaction for a new reality game show.

ACADEMIC PROJECT

Thesis short film *Mulberry* / Background Painter

September - December 2021, Pasadena, CA

- Collaborated and worked on background art for a six-minute animated thesis film.
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EDUCATION

ArtCenter College of Design / Bachelor of Science in Entertainment Design

August 2019 - April 2023, Pasadena, CA

ArtCenter Provost's List 2020, 2023

Graduated with honors

SKILLS

Artistic: Visual development, Background design and painting, environment design, prop design, concept design, costume design, character design, research, painting, illustration, modeling, 2D animation, and 3D animation.

Technical: Adobe Photoshop, Clip Studio Paint, After Effects, Autodesk Maya, Toon Boom Harmony, Storyboard Pro, Open Toonz, SketchUp 2020, Blender, ShotGrid, Adobe InDesign.