kevin_dang

CONCEPT DESIGN / ILLUSTRATION

CONTACT

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HOBBIES

Bodybuilding

Music Production

Vinyl Record Collecting

Dungeons & Dragons (5e)

EXPERIENCE

LINDEMANN & ASSOCIATES (Los Angeles, CA)

Illustrator & Sketch Artist

May 2021 – Present

- Visualized and designed concepts for movie posters and TV show key art, matching various styles ranging from live action to animated films. Worked closely with creative directors and other artists to deliver project requirements and swift deadlines. Clients included Apple, Netflix, Amazon, HBO, Illumination, SyFy, FX, and Dreamworks.

LEGACY PICTURES (Los Angeles, CA)

Freelance Concept Designer

February 2021 – April 2021

- Responsible for designing characters, environments and pitch paintings for an unannounced animated television series.

LIONSGATE STUDIOS (Santa Monica, CA)

Freelance Concept Designer

November 2017 – April 2018

- Responsible for presenting blue-sky concepts and compiling a final pitch deck for an unannounced film project.

UNIVERSAL STUDIOS ENTERTAINMENT (Hollywood, CA)

Character Design Intern

June 2017 – October 2017 (Hollywood, CA)

- Designed characters under the guidance of executive producer Tom DeSanto (X-men, Transformers) on an unannounced animated film project.

ARTCENTER COLLEGE OF DESIGN (Pasadena, CA)

Teaching Assistant

September 2016 – December 2019

- Assisted in critiquing and guiding students in developing memorable character designs, world-building and effective storytelling through the use of graphic design, lighting, composition and color theory in these courses:

  • Entertainment Graphics w/ Richard Keyes

  • Color Theory for Entertainment w/ Richard Keyes

  • Color Theory for Entertainment w/ Ryan Hong

EDUCATION

ARTCENTER COLLEGE OF DESIGN (Pasadena, CA)

September 2015 – May 2020

- Bachelor of Science – Entertainment Design (Concept Design Track)

SKILLS

Professional: Concept Design, Character Design, Illustration, Background Painting, Clay Sculpting, Graphic Design, Branding, Teaching, World-building.

Digital: Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, Z-Brush, Maya, Blender, Sketchup, Unreal Engine 4, Cinema 4D, Final Cut Pro.