

Phong Nguyen

concept artist.illustrator

Education:

Columbus College of Art & Design
BFA in Illustration
May 2011

Experiences:

July 2015 | Machine Zone
Concept Artist- Mobile Game Marketing

September 2014 | Riot Games
Freelance illustrator for League of Legends

February 2014 | Spacetime Games
Concept artist for Call of Champions

November 2013 | Wizards of the Coast
Card illustrations for trading card game: Kaijudo

February 2013 – June 2014 | Turbine Games
Concept artist for MOBA game Infinite Crisis

June 2011 - November 2012 | Stomp Games
Concept artist for Robot Rising

August 2010 | Koko Tap
Portrait icons for iTunes game: Move it! SOLDIER

February 2010 | Lock -N- Load Publishing
Card illustrations for trading card game: House of Spirits

Skills:

Adobe Photoshop
Google Sketchup
Zbrush
Maya