LAM GIANG

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Profile:
My name is Lam Giang, and I am a 2D generalist for games and films based in the San Francisco Bay Area. I possess both creativity and technical skills that can contribute to the success of your project.

My experience:
Idlegames, Storm8, JamCity, Sleeper, Bound By Blades, Agora, Tandemi

Skills:
I am a versatile artist with expertise in concept design, visual development, game development, character and environment design, storyboarding, 2D animation, marketing promotion material creation, art direction.

Tools:
Clip Studio Paint, Photoshop, Blender, After Effect, TVPaint, Figma, Illustrator, Aseprite

Education:
San Jose State University: B.F.A. in Illustration/Animation