LAM GIANG
Senior Concept & Visual Development Artist
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Profile

Senior Concept and Visual Development Artist with over 15 years of industry experience shaping the art and creative direction for high-profile gaming projects. Expert in **environment and character design** with a proven track record of streamlining art workflows and leading multi-disciplinary teams to deliver top-grossing mobile titles.

Professional Experience

Senior Game Artist | Scopely, Culver City, CA | 2024 – Present
Project: *Monopoly GO!*, one of the **top-grossing games** on the App Store
Serve as both a concept and production artist, creating rapid concepts and high-fidelity mock-ups for new game features
Utilize senior-level expertise to optimize and streamline art workflows, improving overall production efficiency..

Freelance Concept Artist | Agora, Montreal, Canada | 2022 – 2023
Acted as a 2D environment concept contractor for *Be Gone Beast*, a spooky top-down action title.
Developed concept art for Agora Studio's original animation IPs, including *A-COM* and *Zoombies.*

Independent Art Consultant | Freelancer | Upwork Platform | 2022 – 2023
Successfully delivered 15+ creative projects for a diverse international client base.
Maintained a consistent history of positive client testimonials and high rates of repeat contracts.

Art Lead | *Sleeper*, San Francisco, CA | 2018 – 2022
Directed the art team in scaling the product for mass audiences, successfully introducing the platform to a broader female demographic.
Partnered with UI/UX teams to define brand identity, seamlessly merging functionality with visual appeal.
Managed the production of animated "How-to" videos to introduce new updates and features to the user base.
Recruited, built, and mentored a team of artists and interns, facilitating their transition into full-time production roles.

Art Director | Bound by Blades (Indie Project), Los Angeles, CA | 2020
Defined the creative art direction for an anime-inspired Action RPG mobile game.
Established the initial production pipeline and art standards during the early development phase.

Senior Game Artist | *Jam City*, San Francisco, CA | 2015 – 2018
Project: *Juice Jam*, a casual match-three puzzle game.
Produced and prepared animated environment assets for over 80 unique in-game map locations.

Established the art guild standards and optimized workflows for external outsourcing studios.

Mid-Level Game Artist | _Storm8_, Redwood City, CA | 2012 – 2015
Projects:
Jewels Mania **(Casual/Match-3):** Designed vibrant, high-polish fantasy environment assets and background art, ensuring a "gold-standard" visual aesthetic that defined the game's whimsical atmosphere.
Kingdom Clash (Combat Strategy): Designed detailed isometric battle units and environmental structures, focusing on silhouette clarity and consistent world-building across the game's simulation mechanics.
Treasure Run (Endless Runner): Developed dynamic 2D background parallax layers, tilings and protagonist concepts, optimizing assets for high-speed performance and player focus.
Production Excellence: Delivered consistent, production-ready assets in a high-velocity studio environment, contributing to the full development cycle from initial ideation to final asset integration.
Genre Versatility: Expertly adapted artistic style to meet the specific brand guidelines of multiple distinct IPs, ranging from "cute" casual aesthetics to stylized action-fantasy.

Junior Game Artist | Idle Games, San Francisco, CA | 2010 – 2012
Projects: _Idle Worship_
Joined as the third art hire for the Facebook platform game _Idle Worship_.
Delivered high-quality polished art assets and provided color support for the animation department.

Personal Projects	**Independent Filmmaker	"_A Day_" (2D Animated Short)	2016 – 2018** Spearheaded all aspects of production, including writing, storyboarding, animation, and editing to refine storytelling techniques.
Education	**Bachelor of Arts in Animation/Illustration**	San Jose State University, CA (2010)
Core Skills	Environment Design, Character Design, Ideation, Storyboarding, Animation, and Production Pipeline Management.
Softwares	Clip Studio Paint, TVPaint, Blender, Moho, After Effect, Apple Motion AI-Enhanced Workflow: Generative Ideation, Production Optimization, Ethics & Control.