

Bessie Chiu

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Experience

Art Outsource Manager/Associate Art Director

2020 - Present

Playco

- Manage 2D/3D outsource pipeline: gather daily deliverables and work with the Art Director and in house artists to provide accurate feedback to the vendors. Communicate the feedback clearly through written descriptions and draw overs. Keep track of the vendor timeline and push assets through to meet goals. Update Jira and Asana and maintain tickets.
- Asset management: check all assets are delivered, organized, documented and to spec
- Documentation: maintain and create style guides, spreadsheets and process documentation
- Understand a game's style and requirements and guide vendors to meet the team's vision
- Work with in house and outsource team in tandem to hit tight deadlines
- Set up art tests for vendors
- Maintain art quality: fixing issues and maintaining quality across all assets

Senior Game Artist

2013-2020

Playco/Game Closure

- Take ownership of a game from concept to production phases, including the creation of color keys, character conception, user interfaces, marketing art and game asset
- Work with engineers on best practices to implement art assets

Art Outsource Manager

Concept Art House

2013

- Work with vendors to understand art requirements and style
- Translate feedback from vendors to in house artist in China
- Review purchase orders, contracts and budget estimates
- Paint over, animate and fix deliverables

Game Artist

Playforge Games

2011-2013

- Primary UI and concept artist for Zombie Farm Battles, Zombie Farm 2 and Eat Eat Hooray
- Art creation: illustrate and vector in game assets, UI assets, and marketing art
- Animation: flash animation for in game art assets and FX animation for UI
- UI: mockups, concepts and document of specs

Education California College of the Arts

Skills Photoshop, Flash, Illustrator, Blender