Mei yee Tan

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Experience   Timeline

LEAD CONCEPT ARTIST | "SOTERIA" BY FLYING PLUME STUDIOS   April 2023 - PRESENT
- Designed preliminary environment art pieces for an unannounced sci-fi game.
- Utilized blender and photo bashing to establish environment layouts quickly.
- Received feedback and provided several iterations to streamline the design process.
- Researched content for concepts to build believability and strong storytelling.

PRODUCTION DESIGNER | "THE MOON AND ME" SHORT FILM   Nov 2022- PRESENT
- Designed preliminary concept art pieces for the look development of the short film.
- Developed concepts for social media promotion for the Kickstarter campaign.
- Incorporated and adapted style guide to assignments in a fast-paced manner.

BACKGROUND ARTIST/PROP DESIGN | TITMOUSE | Nov 2021- May 2022
- Designed and painted props/environments for a 3D children's TV show Pupstruction
- Conceptualized and painted color cards for song interstitials.
- Present effective use of color for specific themes in props and background layouts.
- Communicated and integrated feedback in a timely and fast-paced manner.
- Performed demos and created style guides with clear instructions for onboarding
  artists for ease of workflow.

LEAD PRODUCTION DESIGNER | ENCANTOS MEDIA LLC   July 2019 - May 2022
- Developed layouts/props for Emmy-nominated 2D animated Preschool series Canticos.
- Designed, colored, and painted spreads for the children's book series Tiny Travelers.
- Created assets for game development with an emphasis on storytelling learning.
- Coordinated with educators, researched references, and implemented appropriate
  and children-friendly content according to preschool to elementary demographics
- Developed and reformatted character/prop assets for social media and mobile app use
- Created style guides/mood boards for books and game production.
- Perform multiple tasks at once with efficiency and in a fast paced manner.
- Prepped project files for animation, resizing, doing character placements, and ensuring
  backgrounds are well prepared for post-production
- Tested prototypes and mockups for consumer use and reported app bugs to developers
- Mentored interns and facilitated onboarding demos for new hires

PRODUCTION DESIGNER | MOKUNI GAMES   May 2018 – August 2018
- Created concept art, character design, and key color scripts for 3 children's
  mobile games: Reinbear, Cat in the Box, and One Game.
- Created storyboards for gaming UI for Unity.
- Tested prototype of in-progress games and reported bug issues to game developers

Skills
·   **Traditional:** Oil, Gouache, and Watercolor
·   **Digital:** Photoshop, Clip Studio, Blender, Tvpaint, Toonboom, After Effects

Education:
School of Visual Arts - Bachelor of Fine Arts (B.F.A)   Graduated May 2019

Achievements
Asifa East Runner Up Winner **2021**   Tofuzi International Film Festival Selection **2020**
Los Angeles Cinefest Semi Finalist **2020**   Dixon Place Screenings Official Selection **2020**
Directed by Women NYC Semi Finalist **2020**   Short Film Factory FInalist **2019**
Feel The Reel Int'l Film Festival Winner **2019**   Beijing TimeOut Magazine Winner **2017**