

Hai Hoang

Concept Artist – Illustrator - Art Instructor

Ho Chi Minh City, Vietnam

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Online gallery: vncchildren.artstation.com

**Professional Experience:**

- 2018 (Present): Art director at Time Sun See Studios, Vietnam.
Freelance illustrator for Fanstasy Flight Games, USA.
Freelance illustrator for HEX Entertainment, USA.
Freelance concept artist for C.C. Creative, Canada.
- 2017: Part time concept artist and instructor at Time Sun See Studios and Van Lang University, Vietnam.
Freelance illustrator for Legend of The Five Rings, Fantasy Flight Games, USA.
Freelance artist for Path Finders, Paizo Publishing, USA.
Freelance illustrator for HEX Entertainment, USA and Mantic Games, UK.
- 2016: Part time concept artist and instructor at Comicola, Vietnam.
Freelance illustrator for Mantic Games, UK, Paizo Publishing, USA and Cryptozoic Entertainment, USA.
- 2015: January-July: Remote contract concept artist for Minx Studios, Canada.
September 2014-February 2015: Full time concept and 2D mobile game artist at VT108, Vietnam.
March-April 2016: Instructor at San Si Studios and ADC Academy, Vietnam.
- 2014: Freelance illustrator for AEG, USA.
- 2012: Freelance children book illustration for HAAG Design, Minneapolis, Minnesota.

Education:

- BFA at Laguna College of Art & Design, USA, Game Art major (2011- 2014). Full tuition scholarship award for Game and Entertainment Art – 2D Concept Emphasis.
- Cypress College, USA (2008-2011): Illustration, Fine Art.
- University of Architecture, Vietnam (2005-2006): Architecture Design.

Area of Profession:

- Character and creature concept art
- Landscape and architecture concept art
- Illustration

Skills:

- Photoshop, Corel Painter, 3Ds Max
- Pen and ink drawing, comic drawing