Nicholas Huang

Producer | Concept Artist

nhuangart@gmail.com

(626) 388-5827 (text)

Hi! I am an LA based game producer and concept designer passionate about games, films, and animation.

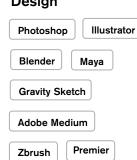
nicholashuangart.com

PROGRAMS

Collaboration



Design



LANGUAGES

English

Mandarin Chinese (verbal)

WORK EXPERIENCE

Art Producer

Riot Games

03/2022 - Present

- Running a team consisting of Artists, Game Designers, Tech Artists, and Engineers to ensure cross
 -team communication and visibility.
- Production Tracking and running Sprint Rituals to ship multiple major projects like preseason and the new Arena Game mode.
- Managing Sprint Delivery Health and Retro checks to review and improve team trust, manageable workloads, and effective collaboration.
- Facilitating the transfer and migration of a team to ensure minimal disruptions of work within the team and with our trusted partners
- □ Working with leadership and SME's to itemize and prioritize project priorities and goals
- Using Jira, Docs, Sheets, and Artella to provide visibility and maintain sprint tasks and velocity

Concept Artist

Weird Woods

11/2021 - 12/2021

Themed Entertainment Startup

- Created an award-winning immersive experience with a team of Game Designers, Fabricators, and artists: showcasing in multiple events such as Indiecade and GDC
- Developed a style and style guide for a team of artists to follow
- □ Provided feedback and paint overs for environment art assets to make sure they follow the style guide.
- Worked with product leadership to provide transparency around any risks that could affect delivery schedule or development velocity.

Independent Contractor

Riot Games

08/2018 - 05/2019

- Worked with the support team to create graphics and pixel icons for "Blitzcrank Bot" and "Supporo"
- □ Designed 4 Riot Support Site icons that will be used on the client, in game, and on mobile apps.
- Created illustrations of champions from "League of Legends" with customer-related symbolism.

Artist Lead

Edenic Era LLC

01/2018 - 12/2019

Startup Game Development Company

- Built a pipeline that focuses on integrating feedback for illustrated pieces through establishing milestones, timelines, and quality control.
- □ Created Concept Art and Illustrated 7 splash arts for various champions for "Valgraves: Immortal Planes"

EDUCATION

Art Center College of Design

B.S. in Entertainment Design