

Nicholas Huang

Producer | Concept Artist

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

nicholashuangart.com

PROGRAMS

Collaboration

Google Sheets

Jira

Trello

Confluence

Airtable

Microsoft Suite

Design

Photoshop

Illustrator

Blender

Maya

Gravity Sketch

Adobe Medium

Zbrush

Premier

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