

Lily Pham

Corona, CA
(858)-733-1137

Graphic Artist + Producer

lilylnpham@gmail.com
[linkedin.com/in/lilepham](https://www.linkedin.com/in/lilepham)

QUALIFICATION SUMMARY

- Experienced in asset creation, transforming initial designs into optimized game assets ready for integration into the production pipeline.
- Strong ability to control and facilitate the production process, ensuring all deliverables meet technical requirements and contribute to the successful execution of the project.
- Proficient in illustration and design to create concept art and visual assets that align with overall aesthetic and vision for each project

PROFESSIONAL EXPERIENCE

2D Game Artist

Kokomo Games (remote)

07/24 - 11/24

Miami, FL

A Web3 gaming platform that combines casual Web2 games with blockchain technology, offering players rewards based on skill and community involvement.

- Directed and produced the conceptualization and creation of 50+ icons, backgrounds, and animations, driving the visual direction and ensuring a polished final product.
- Coordinated closely with cross-functional teams, ensuring seamless integration of assets and maintaining design consistency throughout production.
- Proactively managed and prioritized tasks to consistently meet deadlines, delivering high-quality assets aligned with the project's goals and design specifications.

ADDITIONAL EXPERIENCE

Lead Character Designer, Creative Director and Animator

Ocean Odyssey, UCSC

01/23 – 06/23

Santa Cruz, CA

A 3D story driven, rogue-like game produced by a team of seniors at UCSC for the capstone project.

- Designed and produced 10+ animations and assets for all characters, collaborating with the coding team to ensure consistency with technical requirements and standards.
- Conceptualized and developed multiple design variations for the protagonist, non-playable characters, and animations, ensuring compliance with production guidelines.
- Documented and incorporated weekly feedback from the team and playtests, making design adjustments to meet expectations and production standards.

KEY SKILLS

- | | | |
|---------------------|-----------|---------|
| • Photoshop | • Unity | • Java |
| • Adobe Illustrator | • Jira | • Excel |
| • Adobe InDesign | • Blender | • C/C++ |

EDUCATION

B.A. in Game Design: Art, Games, and Playable Media

University of California, Santa Cruz – Santa Cruz, CA

GPA: 3.76

June 2023