

Munn Yi Tham (Jaslynn)

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EDUCATION

- BFA, Academy of Art University, School of Illustration, emphasis in Visual Development, 2017
- Diploma, The One Academy of Communication Design College, School of Illustration, 2012

WORK EXPERIENCE

- **Concept Artist, Supercombo Entertainment, San Francisco, CA 2017 - present**
 - Designing Characters, Board Environment, Props, and UI concepts for an upcoming Mobile game, Arcanium.
- **Concept Artist, Gold Games, San Francisco, CA 2017 - present**
 - Designing UI, Icons, Characters, Environment, Props concepts for a Mobile Horse Race and Casino Game.
- **Freelance Artist, Blizzard Entertainment Irvine, CA 2017- present**
 - Card Illustrator for Hearthstone team
- **Lead Artist, Soba Productions, San Francisco CA 2015 - present**
 - Work on creating color scripts, environments, props and concept scenes for an upcoming short film, Sonder.
 - Manage the Art and Texture department and schedule meetings and assignments.
- **2D Artist Intern, Blizzard Entertainment Irvine, CA 2015**
 - Painter for the Hearthstone team
 - Worked on multiple high quality finished paintings and concepts for in game assets
- **Illustration Lecturer, The One Academy of Communication Design College Malaysia 2012**
 - Teaching students traditional mediums, organizing documents, grading assignments, presenting art demonstrations

SKILLS

- Very knowledgeable in Photoshop, AfterEffects, Zbrush
- Experienced with Illustrator, InDesign and Maya
- Great understanding in art fundamentals, perspective, character design, color theory and lighting.
- Ability to work in diverse range of art styles, realistic to stylized

PORTFOLIO/ REFERENCES

- Available upon request
- Portfolio at <https://www.jastarts.com/>