

# Marby Kwong

## Contact Info

## Concept Artist

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I am a concept artist and illustrator with 10+ years of in-house experience creating art for the games industry. I specialise in environment concept, worldbuilding and design on both pre-production and live title games ranging from indie to AAA. I have 4 years of experience as an Art Lead and possess a strong general understanding of game art production pipelines.

## Experience



Jan 2022 - Mar 2024

**Blizzard Entertainment, Irvine** - *Senior Concept Artist*

During my time at Blizzard I was a senior environment concept artist working over two incubation projects, unfortunately both were canceled in development.

### *Project Neptune*

- Worked on concepts for new environments/prop/characters etc while adhering to Team 2 (World of Warcraft) design language.
- Established a style for the new project, while creating documentation for guides on best practices and shape language etc.
- Reviewed 3D models based on my concepts, with paintovers and back-and-forth communication with 3D modelers and outsourcing to ensure we were hitting the mark.
- POI paintovers over in-game 3D models and scenes to ensure props in scene population were natural, and vistas have the best possible impact from a player's point of view within the game engine.
- Designed modular environment kits for areas based on world design and the environment team's requests.

### *Project Odyssey*

- Worked on establishing style and shape language for different cultures within the game, while doing necessary research to ensure we were culturally sensitive to real world references.
- Did paintovers on 3D blockouts from the gameplay and world design team, while suggesting redesigns based on culture kits established by the concept team.
- Created screenshot paintovers to set the vision for lighting and environments in our proprietary game engine.
- Worked on POI designs with the world design team, while taking in mind the gameplay needs (i.e vantage and cover points etc.)
- Created mood paintings to establish tone and mood of POIs.
- Created artwork for internal greenlight process.



May 2013 - Aug 2019

**Supersolid, London** - *Art Lead*

My role at Supersolid balanced my time between managing art teams, concept art and texture painting. I've shipped 5 titles but also contributed concepts and assets for two unreleased titles. I've been an Art Lead for 4 years at this studio and have had experience with leading and managing art teams, estimating schedules and giving artistic direction and feedback for projects. I have collaborated with Project Managers and Data Analysts to determine the best aesthetics for upcoming releases with the target audience in mind. I'm familiar with projects that have a 3D pipeline and would regularly

collaborate with tech and 3D artists on my team to find ways to add extra polish to assets without sacrificing game stability.

- Responsible for managing and scheduling the artists for each sprint.
- Worked with Project Managers and User Acquisition teams to design features that would fit the game's branding.
- Trained new hires to maintain the strict style requirements on existing projects by creating style guides and workflow documentation.
- Hand painted textures for assets and ensured the art team's textures were also on par in quality and style.
- Came up with solutions alongside the team when designing new premium assets by finding creative ways to add effects and details that could look great while having minimal impact on game stability (i.e using a 2D transparent cutout instead of 3D geometry when adding small detailing to an asset to keep the polygon count low, or replanning a UV map in a way that a texture could show more detail in an area without compromising the overall texture size.)
- Did final quality checks on assets at the end of art sprints to unify asset styles from texture artists, checked particle effects are displayed correctly and linked to correct prefabs, and checked overall optimization in Unity.



Jul 2010 - Jan 2013

**Electronic Arts, London** - *2D Game Artist*

Worked at EA Playfish's studio in London, where we collaborated closely with EA Redwood Shores studio. I was a Game Artist for shipped titles The Sims Social, Pet Society, Pirates Ahoy, Restaurant City. I was also a Concept Artist on their R&D team for several developmental projects that never made it to release.

- Adapted to strict style guides for existing EA Intellectual Property.
- Maintained live titles of existing games.
- Created bluesky concepts for unannounced The Sims™ related titles on R&D teams with EA Maxis, these never reached pre-production stage.
- Trained new / intern artists.
- Worked with outsource artists providing guidance, paintovers and feedback.

## Software Proficiency

I am highly knowledgeable with Photoshop, Blender and 3D-Coat. I have experience with dev tools Jira, Parsec, Perforce, Github. I have basic working knowledge with Unity and Unreal Engine 5.