

Tu Bui

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Summary

- 10+ years industry experience in visual development for games and collectibles
- Worked with WB Games, Sega, CrunchyRoll, Caesars Interactive, Playtika, Adult Swim Games, First4Figures, Gaming Heads, Epic Games
- Specializing in character and background development, props, illustrations, and all else pertaining to visual development for games and collectibles
- Proficiency in 2D and 3D software including Photoshop, Animate/Flash, Illustrator, ZBrush

Professional Experience

Hardsuit Labs, Remote

August 2022– Present

Senior Concept Artist

Fortnite, Unreal Fortnite, Unreal Engine 4/5

- Concept art for environments, props, character design
- Providing guidance and paintover/concept support for artists

Tools used: *Unreal Engine 5, Photoshop, Illustrator, ZBrush*

First 4 Figures, Remote

July 2015 – Present

Art Director (Contract)

Mario Kart, Yugioh (Blue Eyes White Dragon), Megaman, Metal Gear Solid, Cowboy Bebop, Tekken, Dark Souls, Ori and the Blind Forest, Conker: Bad Fur Day,

- Supervising and allocating resources for an international team of 3D artists
- Providing support for posing, anatomy, and design over the span of 50+ high-end statue projects, including Mario, Yugioh (Blue Eyes White Dragon), Megaman, Solid Snake, Spike Spiegel
- Delegating tasks and overseeing quality and delivery
- Leading several successful projects working with globally recognized IPs such as Nintendo, Konami, From Software, Sunrise Animation, Gearbox, Capcom, and many others

Tools used: *Photoshop, Illustrator, ZBrush, Trello, Conceptboard*

Gaming Heads, Remote

August 2015 – Present

Art Director Consultant

Mass Effect, Tomb Raider Anniversary Collection, Bloodborne, God of War (Kratos bust, mini figures), GoW: Ragnarok (1:6 scale figurines), Halo

- Concept art for licensed collectible lines
- Guiding 3D artists

WB Games, Burbank, CA

October 2019 - November 2020

Illustrator (Contract)

Game of Thrones: Conquest (iOS, Android), **Unreleased Games**

- Character illustrations for *Game of Thrones: Conquest*
- Concept art for marketing material
- Concept prototypes for unreleased games
- Game mocks

Crunchyroll, San Francisco, CA

July 2018 - October 2020

Illustrator (Contract)

- Character illustrations for marketing
- Cover art
- Graphic layouts

Freelance

December 2013 – Present

Artist

Present Creative (3/2014 – Present)

Battlecore (PC), **Crime Kings**, + more

- Outsourcing arthouse, acted as principal concept artist for character designs/concepts on titles such as *Battlecore*, *Crime Kings*, and others

Legend Gaming, Inc. (10/2015 – 11/2015)

- Illustrative work to rebrand eastern products for a western audience

ChoboLabs (7/2015)

Mayhem (iOS, Android)

- Produced preliminary work for *Mayhem*

Adult Swim Games (7/2014 – 10/2014)

Zombocalypse (iOS, Android)

- Character concept, render, and rigging, prop design for *Zombocalypse*

Gree Corp. (2/2014 – 9/2014)

Crime City (iOS, Android)

- Provided content art for *Crime City*, including props, isometrics, illustrated avatar icons

YesAnime (3/2014 – 9/2014)

TMNT Toys

- Toy concept and development working with Nickelodeon for a line of new TMNT toys

Playtika - Caesars Int., Las Vegas, NV

February 2015 - August 2017

Game Artist

Mysteries of the Amazon, Riches of Oz, Red, Tarzan, Suits of Fortune, Sherlock, Beast, Asian Dragon, Trails of Troy

- Created character designs, backgrounds, UI, illustrations, and all other game art for *Mysteries of the Amazon, Riches of Oz, Red, Tarzan, Suits of Fortune, Sherlock, Beast, Asian Dragon, Trails of Troy*

Red Robot Labs, Mountain View, CA

July 2012 - December 2013

2D Artist - Mobile Artist (Contract)

Life is Crime (iOS, Android), ***Life is Magic*** (iOS, Android)

- Character/background concepts
- Avatar clothing and gear design
- Isometric buildings
- Promotional material, banners, flyers, posters, etc.
- Concept, visualization of potential prototypes

Crowdstar/Glu, Burlingame, CA

January 2010 - May 2012

Senior Artist (Contract)

Wasteland Empires (Facebook)

- Concept Artist
- Design and render of over 100 character concepts
- Mech, vehicle, hard-surface concepts

- Environment, building designs and model sheets for 3D
- Marketing material, i.e. posters, splash screens, etc.

Happy Aquarium (Facebook)

- Concept/Content Artist
- Animated characters and virtual goods using Flash & Illustrator
- Coordinated with a team of programmers, content managers, and other artists

FunMobility, San Ramon, CA

July 2009 – January 2010

Content Artist (Contract)

- Designed/ illustrated content art for cell phone apps
- Animating and illustrating mobile wallpapers, apps, game demos, etc.
- Storyboarding, Illustrating, and animating cartoon characters used for marketing
- Worked with team members to produce and edit over a thousand images for image-based text app

Education

Academy of Art University, San Francisco, CA

2009

- BFA Illustration