



Andrey Szeto

Concept Design & Visual Development

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Portfolio: andreyszetodesign.com

About Me

Creative and detail-oriented Concept Designer and 2D/3D Artist with 4 years of experience working in the entertainment and interactive experience industry. Passionate about crafting engaging and immersive experiences and eager to contribute artistic and technical skills to a dynamic studio environment.

Experience

Feb 2024 - Current

2D/3D Artist For Aibrownies Ltd

Hong Kong SAR, On - Site

- Concept Design
- Creative Direction for exhibition design
- 2D Graphics/Game Assets design
- 3D Modeling & Texturing (Realistic Animals, Stylized Mascots, Props and Environments)
- 3D Model Rigging (Animals, Mascots, Plants)
- 3D Camera Tracking
- 3D printing for engineering prototype, souvenir design
- Outsourcing management

May 2022 - Current

Concept Design for Kumi Souls Games Ltd

Remote

- Character Design
- Weapons and Props Design
- Background Design

May 2022 - November 2023

Lead Environment Art for The Last Faith

Remote

- Background design
- 2D Background Painting
- 2D Weapon designs and rendering
- 2D Prop designs and rendering
- Game keyart Background design and painting

November 2021

Graphic Design and Image Edit for Option Design

Remote

- Designed the layout for Christmas Special Menu.
- Photo editing and retouching.
- Background composite.
- Background removal for product photos.

May 2018 - April 2021

Teaching Assistant for Bruce Claypool

ArtCenter College of Design, Pasadena, CA

- Assisted Illustration, Graphic Design, Photography and Interactive Design Students with fundamental design concepts and critiqued projects in class.
- Provided technical demonstrations for graphical programs such as Photoshop and Illustrator and provided guidance based on individual needs.
- Evaluated student assignments and assisted Bruce in grading.

January 2019 - April 2019

Teaching Assistant for Michael Humphries

ArtCenter College of Design, Pasadena, CA

- Assisted class environment and coordinated with teacher to reinforce background painting fundamentals and techniques.
- Provided technical guidance based on individual needs.

Education

July 2017 - April 2021

ArtCenter College of Design, Pasadena, CA
Bachelor of Fine Arts in Illustration
Emphasis in Entertainment Arts

Recognitions

April 2022

Final Fantasy XIV Weapon Design Contest Grand Prize Winner
- Weapon design selected and implemented in to the game.

January 2019 - April 2021

ArtCenter College of Design Provost's List
- Recognized for high academic achievement.

July 2017 - April 2021

ArtCenter College of Design Scholarship
- Scholarship recipient

Skills

Digital 2D

Photoshop, Illustrator, InDesign, AfterEffect, Premiere Pro, Canva, Excel, Powerpoint

Digital 3D

Blender, SketchUp, Unreal Engine, Bambu Studio

Photography

Asset Creation, Reference material, Photogrametry, Camera Tracking

Generative AI

Stable Diffusion, Mid Journey, Trellis 3D, Meshy Ai

Traditional

Acrylic, Gouache, Graphite, Charcoal, Markers, Pen and ink

Interest

Cafe Sketching, Drawing Mechas, Video Games, Animation, Archery